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**BASED ON A GAME** **TEEN**  
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**ESRB**





The background of the cover features a vibrant, stylized illustration. On the left, a large purple silhouette of a person is shown in a dynamic, dancing pose. In the center, a woman with long, wavy brown hair and a bright orange sleeveless top is depicted in a similar dancing pose. To her right, a man with a goatee, wearing a black beanie with a green diamond, purple sunglasses, and a white shirt with purple patterns, is also dancing. He has large headphones around his neck and is holding a vinyl record with a green and blue label. The overall color palette is dominated by purple, orange, and green, creating a lively, nightclub atmosphere.

# The Sims<sup>TM</sup> 2

## nightlife

EXPANSION PACK\*

### PRIMA Official Game Guide

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# nightlife

## EXPANSION PACK



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## nightlife EXPANSION PACK

### Chapter 1

# WHAT'S NEW IN THE SIMS 2 NIGHTLIFE

They say nighttime is the right time, that the night belongs to lovers, that the night is magic. Now, for your Sims, it's all those things and more. Heck, it doesn't even have to be nighttime for some nightlife with the happenin' expansion that is *The Sims 2 Nightlife*.

Sims have always loved to go out on the town, but they've never been able to hang for real with more than one other Sim from their own household. Plus, even when your Sim and his pal arrived at their destination, the companion would go about her own business without much regard to the "Sim what brung her."

With *The Sims 2 Nightlife*, Sims can go out in cohesive groups either casually or on scored group outings or romantic one-on-one dates that can gain your Sim a myriad of benefits. Sims also exhibit attraction to Sims who are their "type," making the courtship game more challenging and interesting than ever. Combine these two new major elements with new Aspirations, objects, social interaction, NPCs, and relationships, and you'll see a whole new world emerge from your Sims' neighborhoods.

So take your Sims downtown or let them enjoy their new powers in their own burgs. Either way, many new adventures and mysteries await them in the neon glow of the night.

Here are but a few of the new features and additions:

- ◆ New Attraction system allows Sims to build relationships faster with other Sims who suit their particular taste.
- ◆ A new Chemistry Simology panel displays your Sim's Turn Ons and Turn Off and offers a Chemistry sort for the Relationship panel that shows only Sims to whom your Sim is attracted.
- ◆ Sims can go on dates with individual Sims to quickly build romance and earn romantic rewards.
- ◆ Sims can invite several Sims out on the town or to their home with one phone call, thanks to the new group system. Groups stick together and have fun en masse.
- ◆ Groups can gather for a good time at your Sim's house or on a Community Lot just for fun or on a scored "outing" that earns your Sim valuable rewards.
- ◆ A new restaurant system offers realistic dining experiences.
- ◆ Sims can own cars to travel to and from work or school or to Community Lots. No more waiting for cabs and living at the mercy of the carpool.
- ◆ Sims' lives can be pointed in new directions with the Pleasure Aspiration. And, if they're unlucky enough to misuse a certain object, they could end up with a decidedly odd and awkward new Aspiration. Let's just say, we hope you *really* like grilled cheese.
- ◆ Sims can become creatures of the night thanks to the arrival of the Grand Vampires in Downtown Community Lots. Being a Vamp limits your daylight activities but offers major benefits after nightfall.
- ◆ New places for public WooHoo include your Sims' very own cars and the barely private photo booths.
- ◆ No misdeed goes unpunished now that Sims can harbor grudges. Certain affronts will render a Sim "furious" and uninterested in dealing with the offending Sim for a time.
- ◆ Almost any object can be placed in your Sims' expanded personal inventories. Want your Sim to pocket a tree? Go right ahead.

# WHAT'S NEW IN *THE SIMS*™ 2 NIGHTLIFE

- ◆ Sims can interact with several new NPCs: the Gypsy Matchmaker, the restaurant Host and Server, the Grand Vampires, the Diva, Mr. Big, and the Slob, as well as the eternally disapproving Mrs. Crumplebottom.
- ◆ Graves can now be moved from the place of their demise to Community Lots or even other family lots (though the ghosts may not be happy about the latter).
- ◆ Nearby neighboring houses are visible from every lot. You can even switch to a house next door or go directly to the Community Lot across the street without going to the Neighborhood view.
- ◆ Choosing a Community Lot is now easier thanks to a revamped destination selection tool.
- ◆ New objects for your home or Community Lots can turn any lot into a nightclub, restaurant, or any happenin' hang out you can imagine.
- ◆ A new Aspiration reward object can change your Sim's Aspiration, Turn Off, or Turn Ons. Use it at the wrong time, however, and you could get a Sim with an unseemly desire for grilled cheese sandwiches.
- ◆ New diversions include karaoke machines, bowling alleys, and card tables.
- ◆ Cover your Sims' floors with a bevy of new rugs.
- ◆ Seating options expand with modular sectional sofas and curved kitchen islands.
- ◆ New socials allow for effective outings and dates and for finding the Sims to whom your Sim is most attracted. Discover new nested socials to do while slow dancing, sitting in restaurant booths, and dining.
- ◆ Discover other Sims' wants, fears, interests, zodiac sign, skills, job, wealth, Turn Ons, and Turn Offs with an array of new Ask socials.
- ◆ The outfit-planning interface has been revamped to be easier to use.
- ◆ Your Sims can now cook Crepes Suzette in their very own kitchens. Plus, several new dishes await the culinarily adventurous in restaurants.

- ◆ New Build mode features include non-rectangular pools, 1/2 walls, several new very big and very small lot sizes, a terrain smoothing tool, garages and driveways, eyedropper-enabled fences, and (via a handy cheat) modifiable roof pitch.
- ◆ The Lots and Houses Bin has been changed so that unoccupied houses pulled from it remain in the bin to be placed again and again if you desire.
- ◆ Your custom neighborhoods can be surfaced with two new terrain types: dirt and concrete.
- ◆ The downtown neighborhood is a destination for all the Sims of your base neighborhoods. You can even start new households or move old ones right in the heart of the electrifying downtown. When you've sampled everything the first downtown has to offer, try your hand at building your own.





## Chapter 2

# DOWNTOWN AND SUNDRY NEW FEATURES

Downtown can be a scary place, but it can also be viscerally exciting—a place that bursts with energy, opportunity, and promise. Sure you might end up with pale skin, fangs, and a taste for Sim-biting, but isn't a good smustle worth the risk?

This chapter provides an overview of how this new kind of neighborhood functions and how it alters life for your Sims old and new. Next, it details several of this expansion pack's extremely important but more compact changes and additions, including the fully enabled personal inventory, new lot navigation tools, and a new way to rid your lot of ghosts.

## The Structure of Downtown



The first time you open one of your base neighborhoods or press the Downtown Chooser button in the upper left corner, you can associate an existing downtown or create a new one.

Downtown neighborhoods (or "nightlife destinations") exist as offshoots of your game's base neighborhoods (Pleasantview, Strangetown, etc.). In other words, any single version of a downtown neighborhood you play is tied *exclusively* to one of your base neighborhoods and has no connection to other base neighborhoods.



### note

To clear up any confusion, the new kind of neighborhood introduced in *The Sims 2 Nightlife* is called a "downtown" or a "nightlife destination."

The Maxis-designed nightlife destination that ships with your expansion pack is likewise named "Downtown."

This can lead to some confusion, so this guide will refer to nightlife destinations generically as "downtowns" (with a lowercase "d") and the Downtown nightlife destination specifically with a capital "D."



Once a downtown is associated, the full Downtown Chooser appears listing any associated downtowns and a button for creating new downtowns of your own design.

Sims from other base neighborhoods, therefore, don't exist in a downtown even if the same downtown is also associated with other base neighborhoods. In other words, downtowns exist in sort of an urban parallel universe. For example, if both Pleasantview and Strangetown are associated with the Maxis-designed nightlife destination "Downtown," the Smith family will never be seen wandering the lots of Pleasantview's Downtown and the Caliente sisters won't be caught dead (or even undead) in the Strangetown's Downtown.

# DOWNTOWN AND SUNDRY NEW FEATURES



Click on a downtown and you'll see its preview pane.

This is why you must begin the life of any downtown by associating your base neighborhood with it. *The Sims 2 Nightlife* comes complete with one very densely featured downtown and the ability to create any others you wish.



Once you add custom downtowns, they appear alongside any existing downtowns.

## Base and Downtown Neighborhoods: How Do They Relate?

Functionally, base and downtown neighborhoods aren't all that different.



### note

Though they mostly function the same, the Maxis-designed downtown that came with your expansion pack ("Downtown") is very different from the base neighborhoods in terms of design and the number and features of its Community Lots.

- ◆ Sims can live in downtown neighborhoods just as they can in base neighborhoods.
- ◆ Downtowns share Lots and Houses and Sim Bins with their base neighborhood, allowing families to move from one to the other and maintain their relationships.
- ◆ Sims who are met in a downtown neighborhood can be invited over, added to a group, or called for a date or outing by a Sim who resides in the base neighborhood (and vice versa).
- ◆ Teen Sims residing in a downtown neighborhood are eligible to attend college at any of the base neighborhood's associated universities (if you have the *The Sims 2 University* expansion pack installed, that is).



Special downtown NPCs such as the Grand Vampire appear only in downtown Community Lots.

There are, however, some differences you should be aware of:

- ◆ The Grand Vampires, the Diva, Mr. Big, and the Slobs (see Chapter 8) appear automatically only in downtown neighborhood Community Lots. Once met, they can be invited, called, or dated just like any other townie.
- ◆ The generic townies that populate downtown neighborhoods ("downtownies") have more money, better jobs, and higher skills.
- ◆ In Neighborhood view, downtown neighborhoods are always shown at nighttime (unless, of course, you press the Day/Night toggle button).



It's always nighttime downtown. Well, that's not true, but it looks that way in the Neighborhood view.





### note

Though the Grand Vampires appear only randomly downtown, vampirism can spread to your base neighborhood. If a base neighborhood resident invites a downtown vampire to a party or on a visit, outing, or date, your Sim or (if you've already had one of your Sims bitten) any other Sims present with whom the vampire has built relationship will be ripe for the biting. These new vamps can increase their numbers by biting other base neighborhood Sims (and so on but only up to a point). For more on vampires, see Chapter 10.

## Neighboring Lots

No longer is your Sim's lot an island in a sea of nothingness. With the *The Sims 2 Nightlife* expansion pack, everything beyond your Sim's lot is not only visible but also interactive.



Want to switch to a nearby household? No need to exit to the Neighborhood view; just click on any house visible from your Sim's lot and you'll have the option to play it instead.

From any lot, you can now see neighboring residential and Community Lots, streets, and landmarks. Is your Sim's house right next to the power lines? Well, now you can see them from within the lot. How far you can see and in what kind of detail depends on your computer hardware, so play with the settings in the Game Options menu under "Lot View Options."

If the neighboring lot is a Community Lot, the Sim(s) you're currently playing can travel directly to the lot without having to select the Community Lot from the list.



### note

If a neighboring lot is unoccupied, you can't switch to it.

Those lots around your Sim's house aren't just for decoration, you know. You can, in fact, navigate directly to any visible lot (without having to exit to the Neighborhood view) by clicking on the destination. If the lot is residential, you can choose to switch to playing that lot. If it's commercial, the currently selected Sim can drive or summon a cab automatically (or go to their personal car) and head directly to it.



### note

You can turn off this feature by switching off Clickable Neighbors in the Game Options menu.

## Moveable Graves

In the past, when a Sim died, his or her final resting place was the lot on which he or she expired. As long as that tombstone or urn remained on the lot, the deceased's spirit could wander the lot at night, haunt it, and scare residents and visitors. The survivors could either simply suffer these manifestations or unceremoniously sell the memorial marker.

# DOWNTOWN AND SUNDRY NEW FEATURES

With *The Sims 2 Nightlife*, there's another option: move the tombstone/urn to another lot. Markers can be moved to any Community Lot in the base neighborhood, any downtown neighborhood, or college town. They can also be moved to any residential lot but there are some serious logistical requirements and pitfalls to this strategy.

## Moving Graves to Community Lot



To move a grave, click on the marker (tombstone or urn), select Move This Grave, and choose its new resting place.

To move a grave to a Community Lot, click on the grave and select Move This Grave (or Move All Graves if you want to move all the markers on the lot at once). The new standard lot navigation window appears permitting you to select any Community Lot in the base neighborhood or any associated downtowns or college towns.



The marker disappears in a puff of smoke and the grave's owner waves so long.

The deceased makes a brief appearance to wave good-bye, then the ghost and the marker are spirited away to their new resting place. To make this change permanent, you *must* save the lot. If you depart without saving, the grave will return to its place.

When you next visit the selected Community Lot, the marker has been placed there in a random location near the public phone.

After nightfall, the dead Sim's ghost may be seen wandering, though it should be a relatively benign haunter.



### note

To situate it more precisely, click on the tombstone and place it in your inventory. Of course, you can't access your inventory on a Community Lot, so replace the grave by clicking on an open bit of ground and selecting Put Grave Here.

Normally, a ghost would be angry (and, thus, a more aggressive haunter) if there were no family members living on the same lot as his grave. A ghost on a Community Lot harbors no such grudge.



### note

Ghosts angry for reasons having nothing to do with their old households or families, however, may still be angry ghosts when moved to a Community Lot. Sims who died of hunger, for example, become angry if there's an empty refrigerator (or none at all) on the lot. If the Community Lot lacks available food, starved ghosts haunt at a more intense level.



# The Sims 2™

## nightlife

### EXPANSION PACK



### note

If, after moving a grave to a Community Lot, you want to delete it entirely, there is a way. From Neighborhood view, enter the Community Lot in Build mode (in other words, directly rather than by having a Sim visit) and "sell" the marker in the normal fashion. You won't get any money for the marker this way but at least the loved one will be put completely to rest.

Alternately, a Sim leaving a lot for a new home may move the grave marker to a new residential lot by putting it in his inventory. Note, however, that unless there is at least one blood relative residing on the new lot, the ghost will haunt its new home at a more aggressive level.

## Plan Outfit Interface



The new Plan Outfit interface is easier to navigate.

The Plan Outfit interface has been revamped and simplified to match the Clothes Shopping interface.

## New Cook-At-Home Food: Crepes Suzette

Home chefs with cooking skill of 7 or higher can make a spectacular new dessert during lunch and dinner hours: Crepes Suzette.

Crepes are a spectacular new dessert food for your Sims to cook at home.



Note that like Baked Alaska, crepes can be dangerous to more than just your Sims' waistlines. Just before serving, the dish is set aflame.

Depending on the skill of the cook, therefore, these sweet treats are served with a chance of self-immolation.



## Inventory

For anyone who's wanted to see what Sims keep in their pockets, the new personal inventory is just the thing.



### note

The inventory was actually introduced with the *University* expansion pack but it wasn't interactive. It only held personal electronics and you couldn't drag anything out of or into it.



Most anything can go in your Sim's personal inventory and anything placed in it can be transferred back into the world.

# DOWNTOWN AND SUNDRY NEW FEATURES

Every Sim has her individual inventory, accessed under the Rewards menu. To place things in it, select the Inventory button and drag an object from the lot into the panel. To deposit things in the world, open inventory and drag items out of it.



## note

As with the Career and Aspiration Reward menus, opening your Sim's inventory pauses the game.

All objects can be placed in your inventory except:

- ◆ Ashes
- ◆ Bills
- ◆ Buffet table
- ◆ Cockroach carcasses
- ◆ Dirty dishes
- ◆ Doors
- ◆ Driveway pieces
- ◆ Fireplaces
- ◆ Food
- ◆ Food dishes and containers
- ◆ Food ingredients in middle of preparation
- ◆ Gates
- ◆ Homework
- ◆ Old newspapers
- ◆ Stairs
- ◆ Trash
- ◆ Video game controllers
- ◆ Windows

These objects can normally go in inventory, but not if they're turned on:

- ◆ Alarm clock
- ◆ Dishwasher
- ◆ Phones
- ◆ Stereos
- ◆ Stoves
- ◆ Toaster oven
- ◆ TVs

Any custom-created artwork (from an easel) or photos (from photo booth or camera career object) can also be placed in inventory.

Love or hate letters from previous dates, once removed from the mailbox, also deposit in your Sim's inventory.

Sims' inventories are not useable on Community Lots. Though you can view the inventory while on a Community Lot, you won't be able to place or take objects (except for graves moved as described above).

Certain items are "carried" by your Sims but don't actually appear in your Sim's inventory. These include groceries and purchased video games and clothing. These are still automatically "installed" where they belong on your Sim's return home (in the fridge, all computers/game consoles, and dressers, respectively).

The exception to this rule is magazines. Though they previously functioned like other purchased items, they are now inventory items that you can place anywhere at home.



## note

Players of the *University* expansion pack may notice the disappearance of the Give Handheld social. Since you can now remove the handheld game from your Sim's inventory and place it on the ground (where a child can claim it), the social is no longer necessary. If you don't have *University* and don't know what we're talking about...nothing to see here.



## tip

Normally, when you move a family out of a lot, all of their possessions are liquidated and converted into cash. If you'd like to take your Sims' stuff with you to a new lot, pile it all into their inventory *before* moving them out. This is the only way to preserve career and Aspiration rewards, personal photos, and art, so be sure to pack those *before* moving.

If a Sim dies, anything in her inventory goes with her. You can, of course, regain access to these items by resurrecting your Sim with the Resurrect-O-Nomitron (from the *University* expansion pack).



## Changes to Create-A-Sim

The Create-A-Sim tool remains largely unchanged but includes a few new options to prepare your new Sims for the dating world.



You can choose the new Pleasure Aspiration right from the get-go in Create-A-Sim.

Panel 6 of Create-A-Sim boasts several new features:



Newly minted Sims must choose their Turn Ons and Turn Off in Create-A-Sim.

- ◆ The new Pleasure Aspiration can be selected just like original Aspirations.
- ◆ A new tab allows you to select your Sim's two Turn Ons and one Turn Off. You can't complete your Sim until both Aspiration and Turn Ons/Turn Off are set.



## Chapter 3

## NEW ASPIRATIONS

Aspirations give Sims' lives meaning and direction; something on which to focus all their energies over the span of years. *The Sims 2 Nightlife* introduces the first new Aspirations: Pleasure and Grilled Cheese (yes, you read that right).

This chapter outlines the specifics of these two new Aspirations and looks in detail at a new Aspiration reward object that empowers your Sims to change their Aspirations at will.

## Pleasure



Pleasure Sims love to be out on the town, dining, dating, bowling, or playing.

- ◆ Preferred Careers: Slacker, Politics, Artist, Culinary
- ◆ Skill Bent: Charisma, Creativity
- ◆ Sample Wants: Dine Out with Sim, Bowl with Sim, Have Dream Date, Have Great Outing, Be the DJ
- ◆ Sample Fears: Have Horrible Date, Be Rejected for Outing, Be Rejected for Dining with Sim
- ◆ Desperation Behavior: Mr. Party Guy

## Lifetime Wants:

- ◆ Go on 100 1st Dates
- ◆ Become Professional Party Guest (Slacker career)

## ◆ Have 50 Dream Dates

The Pleasure Aspiration is all about fun, but not necessarily the kind of things that feed the Fun need. It overlaps slightly and superficially resembles two existing Aspirations: Romance and Popularity. Like Romance Sims, Pleasure Sims hunger for amorous activity but not as exclusively. Like Popularity Sims, they desire a wide social network but not in just any form.

What Pleasure Sims really crave is the kinds of things downtown offers (even if those things are located at home or in their base neighborhood or college): dates, outings, fast cars, slow dancing, doing the smustle, bowling, manning the DJ booth, dining out, singing karaoke, meeting vampires, etc.



Date score is extremely important for Pleasure Sims because a bad date can realize some pretty powerful Fears.

Not surprisingly, most of their Fears revolve around having bad dates and outings, having their fun socials rejected, and embarrassing themselves in public (e.g., getting booed).

Good matches for Pleasure Sims are Fortune and other Pleasure Sims. Fortune Sims want to buy the kind of things that Pleasure Sims yearn to use, and they get satisfaction from going to work and making money, a commodity that fuels Pleasure Sims' pursuits. A pair of Pleasure Sims can be effective because it's easier to fulfill their Wants as a team. Because, however, money will have to come from somewhere, one of the Pleasure Sims will have to go to work and put aside his or her Wants.



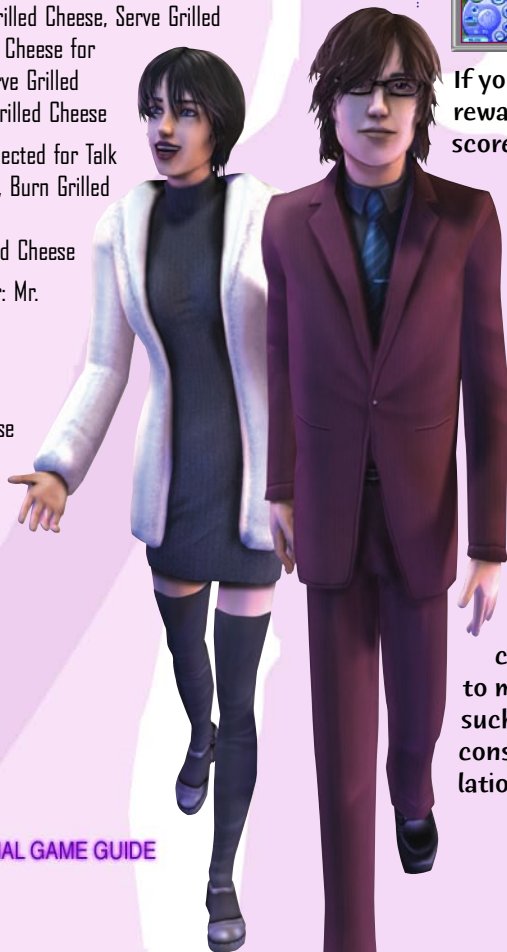
Knowledge Sims are a bad match for Pleasure Sims because having fun and working are not major concerns and get in the way of their desires. A Knowledge Sim's home will likely be short on the kind of objects Pleasure Sims need to keep up their Aspiration score. Satisfying both Sims in such a relationship will be difficult because their Wants will at least indirectly conflict.

## Grilled Cheese

- ◆ Preferred Careers: Culinary
- ◆ Skill Bent: Cooking
- ◆ Sample Wants: Eat Grilled Cheese, Serve Grilled Cheese, Make Grilled Cheese for Sim, Influence to Serve Grilled Cheese, Talk About Grilled Cheese
- ◆ Sample Fears: Be Rejected for Talk about Grilled Cheese, Burn Grilled Cheese, Eat Burned/Rotten/Spoiled Grilled Cheese
- ◆ Desperation Behavior: Mr. Grilled Cheese

### Lifetime Wants:

- ◆ Eat 200 Grilled Cheese Sandwiches



That's gonna leave a mark...a grill mark, that is.



If you use the ReNuYuSenso Orb Aspiration reward object with green or lower Aspiration score, there's a risk that the object will fail and leave you with the socially awkward and nutritionally dicey Grilled Cheese Aspiration.

Grilled Cheese Sim making grilled cheese: happy Sim.



A Grilled Cheese Aspiration Sim derives Aspirational satisfaction from eating, cooking, talking about, and influencing others to make and eat grilled cheese. Clearly, keeping such a Sim content is a matter of ensuring a constant supply of grilled cheese-related stimulation rather than the more complicated demands

# NEW ASPIRATIONS

of the other Aspirations. Their sole Lifetime Want, for instance, is eating a whopping 200 grilled cheese sandwiches over a lifetime. This is a strategically simple but logistically challenging matter—making and eating this many grilled cheese sandwiches takes time and most of this Aspiration's wants are low-scoring.



Grilled Cheese Sim unable to make grilled cheese: unhappy Sim.



## tip

A satisfied Grilled Cheese Sim will likely have difficulty keeping fit. Either be prepared to accept their constantly pudgy state or build in lots of time to exercise.

So inspired by the lowly grilled cheese sandwich are the Grilled Cheese Sims that they can prepare it regardless of Cooking skill (it normally requires Cooking 2) or time of day (mmm...grilled cheese for breakfast).



## tip

Of course Cooking skill does still matter for the chance of burning your Sim's beloved grilled cheese. Because ruined sandwiches are a frequent fear for these Sims, it behooves them to gain enough skill that scorching their grilled cheese is an infrequent occurrence. To make grilled cheese preparation nearly (95 percent) foolproof, develop Cooking skill to 4.

Though they don't need skill or observance of the clock, Sims can't cook grilled cheese without the necessary equipment:

- ◆ Refrigerator
- ◆ Stove
- ◆ At least one open countertop

If the Sim's lot lacks any of these essential tools, she'll display Wants to purchase these items and throw tantrums when her attempts to make grilled cheese are foiled for lack of the proper facilities.



## note

If your Sim's new Grilled Cheese Aspiration doesn't appeal to you, get her Aspiration score up to Gold level (to ensure success), re-use the ReNuYuSenso Orb, and pick a less lunch-fare-oriented Aspiration.



If you're giving your Grilled Cheese Sim what he or she wants, these memories are going to pile up.

Every time Grilled Cheese Sims devour a grilled cheese sandwich, they receive a happy memory marker for what must be a spiritually fulfilling experience. Thereafter, they will talk, think, and dream about these memories.



Talk...About Grilled Cheese will be an unappealing topic for any but other Grilled Cheese Sims and very Nice Sims.





Finally, Grilled Cheese Sims get a special social: Talk ... About Grilled Cheese. The Sims most likely to accept this somewhat stupefying topic of

conversation are other Grilled Cheese Sims or, failing that, Nice ones. If the receiving Sim has less than five points in Grouchy/Nice and has any Aspiration besides Grilled Cheese, get ready for rejection.

Grilled Cheese Sims are really only fit company for other Grilled Cheese Sims, but they don't substantially interfere with the Wants of any other Aspiration.

## Aspiration Monikers

### Teen Monikers by Aspiration

Aspiration Level	Pleasure	Grilled Cheese
Distress—Moderate to Severe	Delightless Downer	Wayward Wenslydale Whelp
Distress—Low to Moderate	Bummed-out Bore	Frustrated Feta Fondler
Green—Low	Gallow Contentment Craver	Jarlsburg Using Youth
Green—High	Freshfaced Funlover	Precocious Parmesan Preparer
Gold	Junior Joy Jockey	Cheshire-Chomping Champion
Platinum	Euphoric Youth	Juvenile Jack Genius

### Adult/Young Adult Monikers by Aspiration

Aspiration Level	Pleasure	Grilled Cheese
Distress—Moderate to Severe	Narcissistic Knucklehead	Bumbling Brie Burner
Distress—Low to Moderate	Downfaced Drag	Cheddar-lacking Chucklehead
Green—Low	Common Comfortlover	Common Camembert Coveter
Green—High	Hearty Hedonist	Gouda Gobbling Gourmet
Gold	Frolicking Freespirit	Exceptional Edam Eater
Platinum	Primo/Prima Pleasureseeker	Muenster Munching Maniac

### Elder Monikers by Aspiration

Aspiration Level	Pleasure	Grilled Cheese
Distress—Moderate to Severe	Grave-faced Grumbler	Run-down Roquefort Ruiner
Distress—Low to Moderate	Dried-up Discontent	Mature Mozzarella Mangler
Green—Low	Satisfied Silvermane	Grill Greasin' Granny/Grandpa
Green—High	Fossilized Funmeister	Excellent Emmmental Elder
Gold	Gray-haired Glee-grabber	Legendary Limburger Lover
Platinum	Long-lived Levity-liker	Senior Stilton Sorcerer

## New Aspiration Reward Object

Reward objects empower your Sims to do many things or make big, otherwise unavailable changes to their lives. Until now, however, nothing except a college education permitted your Sims to change

# NEW ASPIRATIONS

their Aspirations; once chosen, they were pretty much set for life. Likewise, your Sims' new Turn Off and Turn Ons are not easily changed for newly created Sims.

If, however, your Sim is reasonably successful in her current Aspiration (enough to amass some Aspiration points and, ideally, get her Aspiration into gold or platinum range), she can use a new reward object to switch her life to a new track or change her Turn Ons or Turn Off.

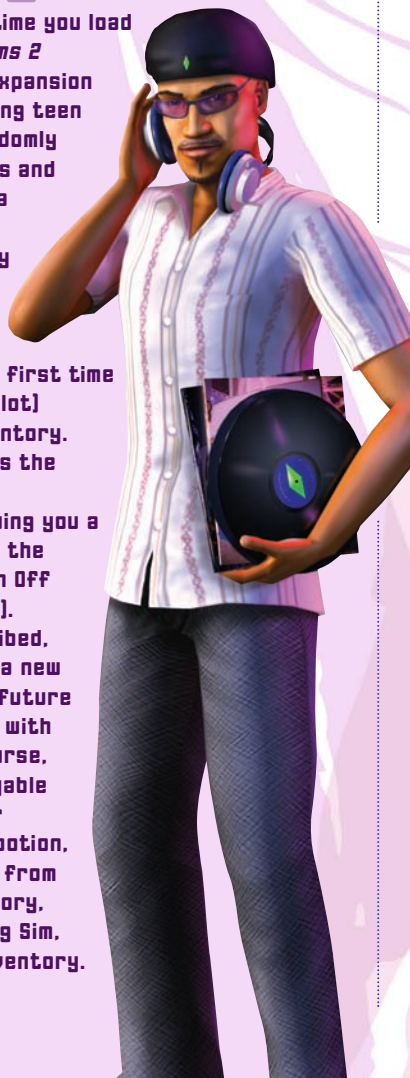


## note

The first time you load the *The Sims 2 Nightlife* expansion

pack, all of your existing teen and older Sims are randomly assigned their Turn Ons and Turn Off. Since this is a necessary but not entirely fair step, they also get a ReNuYu Porta-Chug potion (highlighted by the Gypsy Matchmaker the first time you load a preexisting lot) deposited in their inventory. Drinking this potion has the same effect as the ReNuYuSensio Orb, allowing you a free chance to change the Sim's Turn Ons and Turn Off (though not Aspiration).

Once it's been imbibed, there's no way to get a new vial of this potion; all future changes must be made with the Orb. Unless, of course, one of your other playable Sims can part with her potion. To transfer a potion, place it on the ground from the giving Sim's inventory, switch to the receiving Sim, and drag it into his inventory.



Preexisting Sims get a ReNuYu Porta-Chug potion in their inventory that enacts some of the same changes as the ReNuYuSensio Orb.

As with all reward objects, however, using this object with green or red Aspiration level could result in untoward consequences (mmm... grilled cheese).

## ReNuYuSensio Orb

- ◆ Used by: Teen/Adult/Young Adult/Elder
- ◆ Reward Point Cost: 6,250
- ◆ Uses/Time Limit: 5
- ◆ Success: Sim has opportunity to change Aspiration, Turn Ons, and/or Turn Off.
- ◆ Failure: Sim emerges with the Grilled Cheese Aspiration and the immediate urge to make a sandwich.



Use the ReNuYuSensio Orb and reprogram your Sim's Aspiration and Turn Ons/Turn Off.



## caution

Note that changing an Aspiration will give your Sim a new Lifetime Want. If you later change back to your original Aspiration, you may not receive the same Lifetime Want your Sim had before. Changing Turn Ons or Turn Offs, however, will have no effect on Lifetime Want.



### Chapter 4

# Attraction AND Chemistry

Attraction and Chemistry measure how naturally suited to one another two Sims are. They also serve as a very potent relationship accelerator. If Attraction and Chemistry exist, high-level relationships can be built much more quickly. Attraction and Chemistry are not, therefore, a requirement for romance, but having strong Chemistry sure does make it easier. Likewise, folks who are different enough to actually repel each other will have the most difficult time getting together: hard but not impossible.

This chapter will help you understand the intricacies of Attraction and Chemistry and enable you to harness this new system to turbocharge your relationships and dating exploits. Romance and Pleasure Sims especially better fasten their seat belts!

## Attraction

Your Sim rates every other Sim whom he or she meets (with some exceptions) by how attractive they are. Likewise, every other Sim is evaluating your Sim for his or her attractiveness. A Sim's attractiveness is not inherent, but is in the eye of the beholder. A Sim who's very attractive to one of your Sims may be repellant to another. Attraction, as you'll see, depends on many relative factors (personality, Aspiration, and Turn Offs and Turn Ons to name a few).



Attraction doesn't necessarily go both ways.



### note

Unlike Chemistry, Attraction is not ruled by gender preference. In what circumstances Attraction comes into play, however, is. For some purposes, Sims' Attraction to a Sim of their non-preferred gender may be important, and they'll display it if they do the Check Sim Out interaction. In other circumstances, however, only the attractiveness of Sims of your Sim's preferred gender will be considered.

Attraction to another Sim is not only relative but also unilateral. In other words, there's no guarantee that a Sim your Sim finds attractive will think the same of him or her. In fact, the same variable that makes the other Sim so luscious to your Sim may be the exact factor that makes your Sim a major dud to him or her.



### note

There are two classes of Sims that your Sim will not even consider for Attraction: (1) Sims to whom your Sim is related by blood and (2) Sims who are age-inappropriate. Children are not attractive to any other Sim and teens are attractive only to other teens. Young adults, adults, and elders, however, are free to find each other attractive regardless of age.

Thus, it's important to understand that Attraction is not necessarily mutual and high Attraction from your Sim is no guarantee of the other Sim's feelings in response.

# Attraction and Chemistry



## note

You can, as you'll see, inquire about another Sim's Attraction to your Sim and, in some cases, even change your Sim to make him or her more attractive to that Sim.

Hubba-hubba! We guess we know who's attractive to whom.



### What impact does attractiveness have:

1. It contributes to the "Chemistry" between two Sims (see below). Chemistry is the mechanism that makes relationship building easier or harder based on a couple's average Attraction to each other.
2. Attraction affects a Sim's autonomous behavior. When Sims are near a Sim they find attractive, they'll make no secret of it, gesturing and expressing their admiration.
3. Attraction is a requirement of some socials. These socials don't require any specific level of Attraction, but they do require that the other Sim be eligible for Attraction. In other words, socials that require Attraction can only be performed on Sims of the appropriate age who are not blood relations.
4. A Sim's Attraction level to the date or loved one of another Sim can trigger in them romantic rivalry behavior. For more info, see Chapter 9.
5. Attraction contributes to the starting score of dates; the higher the Attraction, the more of a head start the date receives.
6. Attraction causes Sims, even Sims with whom your Sim has not yet interacted, to appear in their thoughts.
7. Another Sim's Attraction to your Sim dictates the Sim's response to the Ask...Do You Like What You See? social.
8. Your Sim's Attraction to another Sim dictates your Sim's response to the Flirt...Check Sim Out social.
9. Your Sim's Attraction to every Sim in a room dictates the response to the Scope Room self-interaction.

## Attraction and Gender Preference



## note

In general, gender preference dictates how Sims behave autonomously (when they're deciding on their own what actions to take). A female-gender preference Sim will, therefore, never autonomously choose to do a Flirt with a male Sim. This doesn't mean Sims will refuse if *directed* to Flirt with a male; they just won't do it on their own.

First, however, a note on gender preference. Every Sim (except ones fresh out of Create-A-Sim) has a gender preference that's defined by the sum total of all his or her romantic interactions. If most of these interactions have been with male Sims, your Sim has a preference for males. If most have been with females, your Sim's gender preference is female. If your Sim prefers women but does enough romantic interactions with men over time, the preference will eventually change as the balance shifts.

This Sim can't scope the room because she has no gender preference.



This is important because your Sim will only autonomously act out Attraction to Sims of their preferred gender. Any Sims of the other gender won't register, for example, in the Scope Room interaction. In fact, a Sim who has established no gender preference won't be able to do the Scope Room interaction.





### tip

To quickly set gender preference, find a Sim of the desired gender and do a low-level Flirt interaction (e.g., Wolf Whistle or Check Sim Out). There: gender preference set.

## Elements of Attraction

Whether a Sim ("Sim A") is attracted to another Sim ("Sim B") is a function of six factors:

- ◆ Personality similarities
- ◆ B's zodiac sign
- ◆ A and B's Aspirations
- ◆ A and B's preexisting relationships
- ◆ A's Turn Ons
- ◆ A's Turn Off

Each factor accounts for a portion of A's total Attraction to Sim B (or B's attractiveness to A). How much of each of those portions are awarded, however, depend on the specifics.



### note

To give you a sense of scale in the rare moments when we bandy about attractiveness numbers, it's helpful to understand the scale of the invisible Attraction score. A Sim's Attraction to another Sim can range from a maximum of 150 to a minimum of -140. Thus, something that alters Attraction by 50 points, for example, is pretty significant.

## Personality Similarities



These Sims have very similar personalities and could be quite attracted to each other if everything else falls into place.

The more closely two Sims' personalities match, the more attracted they'll be to each other. To determine *how intensely* attractive a Sim is to another Sim, each personality factor is compared and the differences in each factor are added together. The resulting score measures how "similar" their personalities are.



### note

Perfectly matching personalities can boost Chemistry by one level.

Thus Sims with identical personalities receive the maximum personality similarity score. Likewise, two Sims with diametrically opposed scores in every personality factor get the lowest possible similarities score. Everyone else will be somewhere in between.



### note

Because this factor is the same for both Sims, it contributes the same amount to each Sim's Attraction scores.

An example:

Personality Trait	Sim A	Sim B	Difference
Neat/Sloppy	4	4	0
Outgoing/Shy	4	7	3
Active/Lazy	4	6	2
Playful/Serious	7	3	4
Nice/Grouchy	6	5	1
TOTAL:	—	—	10

Identical personalities would give a total difference of 0 while completely opposed personalities would yield a difference of 50. A difference of 0 points, therefore, would get the *highest* score for personality similarity (*more attractive*) and a comparison of 50 would get *no* score for personality similarity (*less attractive*). Thus, in our

# ATTRACTION AND CHEMISTRY

example above, a difference of 10 gets this couple pretty high Attraction as to their personalities.



## note

Though you can't create a Sim with either 0 or 10 in every personality trait, such extreme personalities are possible. There are ways in the game to forge these extremities, so it's not impossible.

Ask about a Sim's zodiac sign to find out his or her personality.



There's no way to inquire about a non-playable Sim's personality directly, but you can get a general idea by using the Ask... What's Your Sign social.

Because zodiac signs are actually general personality profiles, knowing a Sim's sign gives you a ballpark guess at his or her personality traits. For example, a Libra will (as shown in the table below) be (give or take a digit or two):

- ◆ Neat/Sloppy: 2
- ◆ Outgoing/Shy: 8
- ◆ Active/Lazy: 2
- ◆ Playful/Serious: 6
- ◆ Nice/Grouchy: 7

Without doing a detailed calculation, you can quickly gauge how big a difference there is and whether it'll significantly reduce another Sim's attractiveness or the attractiveness of your Sim to the other.

## Personality Presets by Zodiac Sign

Zodiac Sign	Neat	Outgoing	Active	Playful	Nice
Aries	5	8	6	3	3
Taurus	5	5	3	8	4
Gemini	4	7	8	3	3
Cancer	6	3	6	4	6
Leo	4	10	4	4	3
Virgo	9	2	6	3	5
Libra	2	8	2	6	7
Scorpio	6	5	8	3	3
Sagittarius	2	3	9	7	4
Capricorn	7	4	1	8	5
Aquarius	4	4	4	7	6
Pisces	5	3	7	3	7

## Zodiac

Beyond what it reveals about your Sim's personality, a Sim's zodiac sign independently contributes to his or her attractiveness.

Every zodiac sign has two signs to which it's attracted and from with which it's repelled. All other signs are neutral.

In determining Attraction, therefore, Sims with your Sim's favored signs get a boost in attractiveness and Sims with your Sim's disfavored signs see a reduction. Likewise, your Sim will be extra attractive if his or her sign is one of the two that appeals to the other Sim or less attractive if it's one of the bad ones. If a sign is neither attractive nor repellant, it has no effect on attractiveness.



### Zodiac Sign Compatibility

Zodiac Sign	Attracted to	Repelled by
Aries	Gemini/Taurus	Cancer/Libra
Taurus	Aries/Libra	Virgo/Cancer
Gemini	Pisces/Virgo	Capricorn/Aries
Cancer	Taurus/Scorpio	Gemini/Aries
Leo	Sagittarius/Cancer	Capricorn/Gemini
Virgo	Aquarius/Sagittarius	Leo/Taurus
Libra	Virgo/Cancer	Pisces/Scorpio
Scorpio	Pisces/Leo	Libra/Aquarius
Sagittarius	Pisces/Capricorn	Libra/Scorpio
Capricorn	Aquarius/Taurus	Leo/Gemini
Aquarius	Capricorn/Sagittarius	Scorpio/Virgo
Pisces	Scorpio/Gemini	Leo/Aries



### note

Using both personality differences and zodiac to determine attractiveness may seem redundant, but it does provide one important distinction. Personality difference dictates that the most attractive personality is one that's *identical*. However, identical personalities always have the same zodiac sign. Because no sign favors itself in the table above, the points gained from being a favored sign will never be available.

Thus, in terms of these two factors, a Sim with minor personality differences and a favored zodiac sign will be more attractive than an identical personality Sim.

### Aspiration and Attraction

Aspiration	Romance	Wealth	Popularity	Family	Knowledge	Pleasure	Grilled Cheese
Romance	+	Neutral	+	-	-	Neutral	Neutral
Wealth	Neutral	+	-	+	Neutral	+	+
Popularity	Neutral	-	+	Neutral	-	-	Neutral
Family	-	Neutral	-	+	+	-	Neutral
Knowledge	-	-	Neutral	Neutral	+	Neutral	Neutral
Pleasure	+	+	Neutral	-	Neutral	+	+
Grilled Cheese	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	+

## Aspirations

Sims care about personality but they also care about a Sim's goals and vision. That's why a Sim's Aspiration can add to or reduce attractiveness.



### note

How important are complementary Aspirations? Having them bumps up two Sims' Chemistry by a whole level. Conversely, a negative Aspiration match drops Chemistry by a level.

When on a date, the other Sim's Aspiration is shown on the Date Score Meter.



The table below shows what effect every combination of Aspirations has on the Attraction between two Sims. A combination can add to attractiveness ("+"), reduce attractiveness ("-"), or have no effect ("Neutral"). In one case, the correct combination actually adds *substantially* to Attraction.

# ATTRACTION AND CHEMISTRY



## note

All Sims are attracted to Sims with the same Aspirations (Grilled Cheese exclusively so). Note, however, that most other positive combinations aren't mutual. For example, Romance Sims favor Popularity Sims, but Popularity Sims are neutral toward Romance Sims. Peruse the table and look for mutual combinations for optimal two-way attractiveness.



## note

On top of the Aspiration bonus, Grilled Cheese Sims get an extra bonus (+75 points) in Chemistry with other Grilled Cheese Sims. For example, if two Sims with repellant Chemistry both become Grilled Cheese Sims, their chemistry rises to around medium.

## Preexisting Relationships

Sometimes Attraction comes *after* a relationship has already begun to blossom. That's why various preexisting relationships (e.g., marriage, love, etc.) independently contribute to a Sim's attractiveness.

Two Sims who've already earned their relationship stripes doesn't need Chemistry or Attraction.



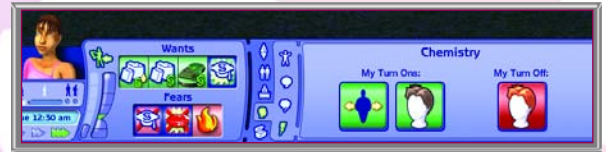
These relationships enhance attractiveness not by adding to it, but by providing a minimum below which, as long as the relationship type exists, Attraction can never drop. Thus, if two Sims with no actual Attraction fall in love and get married, their effective attractiveness to each other increases merely because they're married.

If two Sims share any of the following relationships, Attraction will never be below neutral except for the existence of a Turn Off:

- ◆ Married
- ◆ Engaged
- ◆ Steady
- ◆ Love
- ◆ Crush
- ◆ Lifetime Relationship greater than 70

## Turn Ons and Turn Offs

Most of the factors discussed thus far are largely unchangeable elements of your Sim that aren't worth altering just for the sake of increasing Attraction. Thus, they don't have much strategic value; either the factors align or they don't.



Your Sims' Turn Ons and Turn Offs can be viewed in their Simology panel, under Chemistry.

That's why every Sim has two Turn Ons and one Turn Off. If another Sim possesses one of these features, it can dramatically shift his or her attractiveness (negatively for Turn Offs and positively for Turn Ons). Just a single matching Turn On can raise Chemistry by one level and maximum Attraction will be impossible without at least one Turn On match.

Sims created with *The Sims 2 Nightlife* installed must have their Turn Ons/Offs set at inception.





Turn Offs, on the other hand, are even more powerful. A single Turn Off can neutralize two Turn Ons. To put it another way, it can lower Chemistry by two levels.

Sims can be turned on or off by any of the following characteristics:

- ◆ Black Hair
- ◆ Blonde Hair
- ◆ Brown Hair
- ◆ Cologne
- ◆ Custom Hair
- ◆ Facial Hair
- ◆ Fatness
- ◆ Fitness
- ◆ Formalwear
- ◆ Full Face Makeup
- ◆ Glasses
- ◆ Gray Hair
- ◆ Hats
- ◆ Makeup
- ◆ Red Hair
- ◆ Stink
- ◆ Swimwear
- ◆ Underwear
- ◆ Vampirism



### note

Existing Sims have their Turn Ons and Turn Offs set automatically, though there are some restrictions. For

example, a male Sim with a female gender preference won't be randomly assigned facial hair as a Turn On or Turn Off because it's not possible.

What all these things have in common is that they are easily changeable. If you want your Sim to be attractive to a specific Sim, you can find out what their Turn Offs and Turn Ons are and endeavor to match them.

How each factor is changed, however, varies. See "Turn On and Turn Off Strategy," below.



### tip

When you're out on the town, keep a bottle of cologne in your inventory, just in case that special someone prefers

your Sim to be wearing it.

## Discovering Turn Ons and Turn Offs

Never hurts to ask. Find out what a Sim's Turn Offs and Turn Ons are and you can change your Sim to fit.



As with most elements of Attraction, the easiest way is to just ask. By using Ask...What Turns You On and Ask...What Turns You Off, you'll get the straight answer. Note that you may have to ask several times to learn *both* Turn Ons because which one the Sim reveals is chosen at random.

"Eww, I hate your black hair!" A Sim reveals the reason for her repulsion: she's turned off by black hair.



The other way to discover Turn Ons and Turn Offs is to use the Ask...Do You Like What You See? social. In response to this question, Sims reveal whether they find your Sim attractive and the primary reason why. If their Attraction to your Sim is due to the presence or absence of a Turn On or if the lack of Attraction is due to a Turn Off, they'll display the appropriate Turn On/Off in their response. With this information, you can (if you wish) make a change to your Sim to fit that Turn On or eliminate a Turn Off.



### note

For more info on the Ask socials in general and the Ask...Do You Like What You See? social in particular, see Chapter 7.

# ATTRACTION AND CHEMISTRY

## Turn On and Turn Off Strategy

Turn Ons and Turn Offs are major factors in Attraction. Though two Sims can be quite attracted to each other with no Turn Ons, they can't reach the highest levels without at least one per Sim. Likewise, an otherwise incompatible couple can find each other positively scintillating if they play into each other's Turn Ons. On the other hand, sporting a Sim's Turn Off is a guaranteed Attraction killer.

A little look in the mirror may be all it takes to make your Sim considerably more attractive.



Fortunately, Turn Ons and Turn Offs are, generally, under your control:

- ◆ Hair color, facial hair, hats, glasses, makeup, and full face makeup can be changed in any mirror with the Change Appearance interaction.
- ◆ Vampirism can be acquired by being bitten by a vampire, or undone (if your Sim's intended considers the undead a turn *off*) by drinking Vamprocillin-D potion. See Chapter 10.
- ◆ Change into or out of underwear, swimwear, and formalwear with a visit to your home dresser.
- ◆ Fatness or fitness can be changed by working out (to gain fitness) or overeating (to get fatter).

- ◆ Cologne can be acquired from cologne displays on Community Lots. To count for a Turn On or Off, however, the cologne must be sprayed on, not just held in inventory. Cologne can be removed by taking a shower, a bath, a swim, or a sponge bath.
- ◆ Stink can be removed by bathing and can be acquired by letting Hygiene drop until the telltale green cloud forms.



### note

One other thing that can affect attractiveness is the Gypsy Matchmaker's Love Potion #8.5. This attractiveness enhancer is discussed in "Love Potion #8.5," later in this chapter.

## Changing Your Sims' Turn Ons and Turn Offs

Until now, we've discussed Turn On/Off strategy in terms of altering your Sims' characteristics to make them more attractive to another particular Sim. You can, however, take the opposite approach and change your Sim's Turn On and Turn Offs to match the attributes of the desired Sim. There are several ways to do this:



To consume the Porta-Chug, just click on your Sim.

- ◆ ReNuYu Porta-Chug: Every Sim in your game when you installed the *The Sims 2 Nightlife* expansion was randomly assigned their Turn Ons/Offs. Each of them has one free opportunity to change these by consuming the potion. This potion can be given to any other Sim, even one created *after* you installed the expansion pack, by removing it from your Sim's inventory and leaving it on the ground on a home lot. From there, you can direct another playable Sim to pick it up and, once it's in inventory, drink it.



- ◆ **ReNuYuSensu Orb:** Spend your Sims' Aspiration points for a five-use Aspiration reward that allows changing of both Aspiration and/or Turn Ons and Turn Offs. You can make this change as many times as you can afford it, but use it only with Gold or better Aspiration score or the process might fail.

Using the ReNuYuSensu Orb with low Aspiration score could lead to unintended consequences.



## Seeing Attraction in Action

You have several tools to discover both which Sims your Sim finds attractive and how attractive other Sims find your Sim to be.

## Scope Room (Self-Interaction)

Scope the room to discover who your Sim finds the hottest.



The Scope Room interaction is available when you click on your own Sim. The Sim scans the room he or she's currently in and highlights which Sim or Sims, if any, he or she finds *most* attractive. If no Sims meet a minimum standard of attractiveness, your Sim simply shrugs and moves on.

If, however, attractive Sims are present, the most attractive Sims briefly glow white and a note informs you which of them are the most attractive.

Keep in mind, this is not a reflection of how attractive the other Sim will find your Sim nor of both Sims' collective Chemistry. It's merely who your Sim finds most attractive. To discover Chemistry, you'll have to make your Sim meet the other Sim.

## Flirt...Check Sim Out

Check Sim Out is a Flirt interaction that works like a one-on-one Scope Room. Choose a Sim (even if the Sim is not of your Sim's preferred gender) and select Check Sim Out to see if your Sim finds that particular Sim attractive.



### note

A Sim fresh out of Create-A-Sim will have no gender preference and, thus, won't express Attraction, display Chemistry, or be able to do the Scope Room interaction. Not, that is, until the Sim does at least one romantic interaction that sets gender preference. Because Check Sim Out is always accepted and has no relationship effects, it's a risk-free way to quickly define which way your Sim is oriented.

This Sim is juuuuust right.



If the other Sim is to your Sim's liking, he or she will display a shower of small pink and red hearts around an image of the Sim.

# ATTRACTION AND CHEMISTRY



Not so much. Oh well.

If your Sim is unmoved by the chosen Sim, he or she will display a picture of the Sim and shrug.



Gag me with a reticulated spline!! You ain't my cup of tea!

If your Sim finds the other Sim *unattractive*, he or she displays a shower of red "X"s around an image of the Sim.

## Ask...Do You Like What You See?

This interaction determines whether the other Sim finds your Sim attractive and why. He or she can respond in one of several ways:



### note

If the reaction to this social is not because of a Turn On or Off, it's because of one of the other factors or a combination.



Attracted because of Turn On: Shows thought balloon of Turn On and hubba-hubba gesture.



Attracted to but no Turn Ons: Shows thought balloon of your Sim with shower of hearts.

Neutral despite both Turn Ons: Shows thought balloon of your Sim with an "X."



Neutral because of lack of a Turn On: Shrug and shows thought balloon with a Turn On. This serves as a suggestion for something your Sim could change to become more attractive.



Neutral because of a Turn Off: Shows red "X" thought balloon of Turn Off.







Not attracted: Shows red "X" hearts and thought balloon of your Sim.



Not attracted because of Turn Off: Shows red "X" thought balloon of Turn Off.



### tip

Any updates to Attraction cause a Sim's Wants/Fears panel to refresh. This can be desirable because Wants can become stale if not invalid if not refreshed for a while. During a date, especially, it's helpful to see your Sim's date's Wants as up-to-date as possible, so periodically do a Do You Like What You See? to force both Sim's Wants to update.

## Chemistry

The average of two Sims' Attraction to each other is called "Chemistry."



### note

Your Sims have Chemistry only with Sims of their preferred gender. If gender preference changes, however, Chemistry will be shown in your Sim's Relationship panel for all Sims of the newly preferred gender and the icons will be removed from all Sims of the formerly preferred gender.





Examine Sims' Relationship panels to find their Chemistry levels with every Sim they know.



Unlike Attraction, Chemistry is visible in-game, appearing as a symbol in the Relationship panel. If both Sims prefer each other's gender, the first time two Sims meet (with any kind of interaction), the other Sim will be added each Sim's Relationship panel with identical lightning-bolt-shaped symbols, representing Chemistry. Each version of the symbol represents one of the five levels of Chemistry:

The Chemistry sort in the Relationship panel shows only Sims with whom your Sim has mild or better Chemistry.



- ◆  Three Lightning Bolts: Strong (average Attraction 70–150)
- ◆  Two Lightning Bolts: Medium (average Attraction 36–70)
- ◆  One Lightning Bolt: Mild (average Attraction 11–35)
- ◆ No Icon: Neutral (average Attraction -10–10)
- ◆  One Lightning Bolt with Red "X": Repulsion (average Attraction -140–10)

A Chemistry rating, unlike Attraction, is mutual between two Sims, reflecting an average of each Sim's independent Attraction to the other. Thus if Sim A is strongly attracted to Sim B but Sim B is only mildly attracted to Sim A, each will display a Chemistry score of Medium (two lightning bolts).



# ATTRACTION AND CHEMISTRY

## Chemistry and Social Interactions

The Chemistry between two Sims can, if high enough, alter the social interactions between them, making available interactions requiring higher relationships and lowering the relationship requirements for accepting social interactions. Thus, two Sims who don't know each other well enough to kiss romantically by normal standards can try the interaction and have it accepted if they have sufficient Chemistry. The result: faster relationship building.

## Chemistry and Interaction Availability

Interactions available solely because of Chemistry are highlighted with a lightning-bolt icon.



Whether an interaction appears on your Sim's interaction menu is a matter of availability. Interactions become available when your Sim meets the interactions availability requirements. For example, Kiss...Peck requires your Sim have a Daily Relationship of 40-100 and a Lifetime Relationship of 20-100 with Sim B before it'll even appear on the menu.

Chemistry lowers the relationship requirements for all interactions to appear on the menu. The higher the Chemistry, the lower the requirements will go.

Additionally, high Chemistry removes the Crush and Love requirements from some interactions (e.g., Make Out), making them available when no crush or love relationship exists.

Interactions available solely because of Chemistry sport a lightning bolt icon.



### note

When your Sim surpasses an interaction's normal availability requirement, the lightning bolt icon disappears because Chemistry is no longer the reason it's available.

Thus, your Sim can attempt higher-level interactions earlier in a relationship.

Of course, whether an interaction appears on the menu has *nothing* to do with whether it'll be accepted—that depends on factors belonging to the interaction's recipient. This is, as you know, called "acceptance."

## Chemistry and Interaction Acceptance

Acceptance is the basis on which the target of an interaction accepts or rejects the interaction based on his or her relationship toward the other Sim. Often, acceptance can also depend on other factors including the target Sim's personality, skills, etc.

Chemistry aside, the availability of an interaction doesn't mean it'll work.



Chemistry also reduces the relationship requirements for accepting all interactions. Thus, a Sim with a relatively low relationship will accept a romantic interaction if Chemistry is high enough.



### note

For the availability and acceptance of interactions, two Sims with maximum Chemistry should be able to perform any interactions as successfully as two Sims who have just fallen in love.

Conversely, repellant Sims should have access to the same socials as two Sims who've repeatedly slapped each other.

The greater the Chemistry, the lower the relationship standards will fall and the earlier interactions will be accepted.



### tip

Chemistry brings down acceptance requirements quite a bit, but don't get too hasty. Aim too high with your romantic advances and you'll hurt the relationship more than you'll help it.



### note

When the Gypsy Matchmaker chooses someone for your Sim's blind date, the amount you pay determines what level of Chemistry the matchmaker will choose.

## Love Potion #8.5

There is one other way to boost your Sim's attractiveness and, thus, his or her Chemistry level with all other Sims, but it requires a bit of hocus pocus and some simoleans.

Love Potion #8.5 is purchased from the Gypsy Matchmaker and placed in your Sim's inventory. When consumed, it increases your Sim's attractiveness to all other Sims by 100 points for three hours.



### note

A 100-point rise in attractiveness means a 50-point increase in Chemistry or enough to raise Chemistry by at least one level.

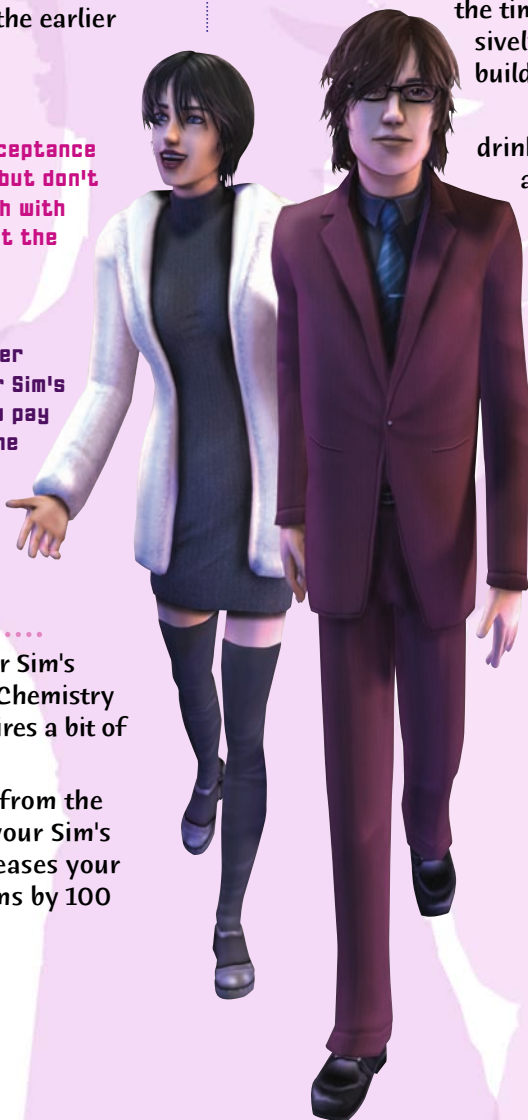
Once he or she has consumed the potion, your Sim emits pink and red hearts wherever he or she wanders until the potion's effect wears off.

During this time, your Sim's Chemistry scores with all preferred gender Sims is much higher. Use the time productively by aggressively socializing to quickly build up relationships.

Be very careful not to drink a love potion while another is still at work.

Doubling up potions can randomly cause a violent and unseemly reaction. The drinker will gag and his or her Hygiene and Comfort will drop to zero.

What's more, any Sim's Attraction to the drinker will be lowered to rock-bottom until the potion wears off.



# GOING OUT: DATES, GROUPS, AND OUTINGS

## Chapter 5

# GOING OUT: DATES, GROUPS, AND OUTINGS

Getting away from home has long been a favorite pastime of the average Sim. But, as any social butterfly knows, gathering a bunch of friends can be like herding cats. Plus, it's never easy to have a great date when your companion is wandering off to play pinball or grab a snack.

With *The Sims 2 Nightlife*, these precious social gatherings have a new shape, a new feel, and—most of all—a new system of scoring and rewards that make going out more than just having a few laughs.

This chapter examines the details, big and small, that are the difference between a dud of a date and fabulous foray.



### note

One of the handiest benefits to the new dating/gathering system is that any properly assembled social group will stick together, use group objects together, dine as a unit, and move from lot to lot as a team. Pretty much the only place a date or gathering Sim won't follow your Sim is to the bathroom.

Individual Sims may break away from the group to tend to their Needs but they will, generally, hang together and follow your Sim's lead.

## Dates

Dates are two-Sim gatherings that are timed and scored. When successful, dates build a relationship faster than standard socializing and provide several possible rewards. They're also lots of fun for the Sims involved.



### note

A few simple rules apply for who can be dated. Obviously no Sim can date children or toddlers or non-spouse family members. Teens may only date teens. Adults, young adults, and elders may date any adult, young adult, or elder. Within those confines, go for it.

## How to Get a Date



Straight up asking is the most common, if not the most surefire, route to a date.

You can start a date in one of four ways:

1. **Call...Ask Out on Date:** Available on any house or cell phone. Only date-eligible Sims your Sim has met can be invited to a date by phone. Calling between midnight and 7 a.m. results in a hostile rejection and a reduction in Daily Relationship (the same as any other middle-of-the-night telephone call).
2. **Ask...On Date:** Asking in person, available on any date-eligible Sim.
3. **Be asked by another Sim by phone.** This only happens after one successful date with that Sim.
4. **Gypsy Matchmaker:** Summon the Gypsy Matchmaker via the telephone Services menu and, for a sliding fee, she sets up an immediate date with a randomly selected Sim. The Chemistry



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level of the date depends on how much you spend. This is the easiest way to get a date because it can't be rejected.



Getting a date by phone is just like in person except it can be done with Sims who aren't on the lot.



The Gypsy Matchmaker can pull a date right out of the sky, if your Sim has the cash.



### note

Asking someone for a date is considered a romantic social and therefore, will affect your Sim's gender preference and trigger jealousy in other Sims. If, therefore, your Sim asks for a date when a spouse, fiancé, steady, love, crush, or a date-in-progress is present, the other Sim reacts with jealousy. Of course, any spurned Sim will be furious at your Sim for quite some time (see Chapter 9).

Attraction-eligible Sims will either accept or reject the date offer based on:



### note

Recall that "Attraction-eligible" means a Sim is of an appropriate age for Attraction to your Sim and a non-spousal family member. Gender preference does not impact who is Attraction-eligible, though it does dictate toward whom Sims will autonomously express their

attraction. In other words, Sims are aware of some level of Attraction to *every* Attraction-eligible Sim regardless of gender but only display their Attraction to their preferred gender.



Don't ask out just anyone for a date; if that Sim doesn't know your Sim at least a little, he or she will likely not-so-politely decline.

1. Mood
2. Daily Relationship
3. Lifetime Relationship
4. Outgoing or Nice personality

Generally speaking, if the asked Sim's Mood is positive and his Daily and Lifetime Relationship toward your Sim has been moderately developed (above 25 Daily and 10 Lifetime), he or she will agree to the date. If the relationship isn't that developed, a high Outgoing or high Nice Sim will still accept, but only if that Sim is in a solidly good Mood.

## Where to Date?



When making a date by phone, you have to decide where it'll take place.

The next step is to decide where the date will occur.

# GOING OUT: DATES, GROUPS, AND OUTINGS

Dates can be either on a Community Lot or at home.



## tip

Your Sim can travel to a Community Lot date via either taxi or a personal car. Note that the *kind* of car you use to pick up a date can affect a Date score depending on the date's personality. For example, Outgoing Sims prefer to be picked up in the Hunka ?!! whereas Serious Sims prefer the Yomoshoto Evasion. You get extra Date points for equipping your Sim with the right ride.

1. On a Community Lot (you can specify which one later): If the date is accepted, you have one hour to leave your Sim's lot. If you don't leave before that time, the date will be stood up (see below).
2. At your Sim's home. The invited Sim shows up soon after you hang up, so be ready for the date before you make the call. Your Sim automatically greets the date when he or she arrives.



## note

If you have the *The Sims 2 University* expansion pack installed, there's a dating limitation you must be aware of. Due to stuffy but ironclad rules of the secret society, dates can not be made on or brought to secret society lots.



## note

If you ask for a date in person, the date begins immediately wherever your Sims are. If you'd then like to move the date to a Community Lot, the date will follow your Sim on the trip.



## tip

For a home date, try to prepare food before you invite the date over. There's a risk the food will go to waste if your Sim is turned down, but it's better than wasting valuable date time cooking.

## Standing Up

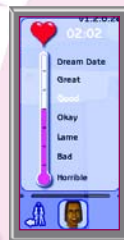
If you don't leave to pick up a Community Lot date within one hour of the invitation, the date will decide that he or she has been stood up.

Once you set up a date, remember to get your Sim where he or she needs to be. Forget and face the consequences.



Standing up a date results in a reduction in both Daily and Lifetime Relationship, an angry phone call, and a moderate furious state.

## The Date Meter



The Date Meter tells you how the date is going but also so much more.

As soon as the date begins, the Date Meter appears in the screen's upper right. This thermometer-looking device tells you several things:

- ◆ How well the date is going (the "Date score")
- ◆ How much time is *currently* remaining (time can be added; see below)
- ◆ Whom the date is with
- ◆ The date's Aspiration icon
- ◆ The date's current Wants and Fears (click on the Aspiration icon)

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The Date Meter is divided into seven sectors, each representing a quality of date:

- ◆ Dream Date
- ◆ Good
- ◆ Lame
- ◆ Horrible
- ◆ Great
- ◆ Okay
- ◆ Bad

The Date Level when time expires is the final score for the date. If Date score reaches rock bottom for any reason before the clock winds down, the "mercy rule" kicks in and the date ends immediately; there's no recovering from a date that awful. The dreamiest of Dream Dates, however, can go on until time runs out even if score is pegged at maximum.



### note

During a date, your Sim's date is highlighted with a blue plumb bob. This plumb bob, unlike the one that adorns your active Sim, is smaller and doesn't change color to reflect the Sim's Mood. If the date is between two Sims from the same household—both, therefore, are playable—whichever Sim is not being played at a given moment will have the blue plumb bob. Switch and the previously controlled Sim gets the blue bob.

## Date Score

The Date score is a measure of how well the date is going. Points are added to or subtracted from the Date score based on events that occur during the date. If the Sims on the date share a hug, their score changes. If they dance the smustle together, it affects their score.



### note

You'll never see these numbers in the game, but the Date score can range from 0 (Horrible) to 1,000 (Dream Date).



At the end of the date, your Sim's date tells you exactly what he or she thought of the experience.

The score at the end of the date determines the final quality of the date and the chances of earning the various rewards.



### note

The Date score is, more specifically, the composite score of how each event affects both Sims individually. Reactions to events can differ based on who initiated the interaction (usually, the recipient gets less of a relationship boost than the initiator), personality, and Aspiration. Depending on the event, the average or sum of both Sims' reactions to a given event is the amount added to the score.



How an event affects a date depends on the personalities of the Sims involved.

Every event is worth a base score and can affect one, the other, or both Sims on the date. For social interactions between the daters, the number of points is defined by the amount of relationship change caused by the interaction.

How many of the points are awarded, however, depends on three factors:

- ◆ Each affected Sim's personality



# GOING OUT: DATES, GROUPS, AND OUTINGS

- ◆ Each affected Sim's Aspiration
- ◆ Whether or not the social fulfilled a Want or Fear for either or both Sims.



## note

Keep in mind that the numbers banded about in this discussion are invisible to you, and knowing the actual amount isn't going to help you have better dates. What is important, however, is understanding the size of the numbers (allowing you to judge which Date Events are big scorers and worth your time and which are potential disasters) and what effect the various bonuses have on them.

## Personality Modifier

Each event score is tied to a personality factor. A Sim on one extreme will react positively and a Sim on the other extreme will react negatively. Let's say, for example, that during a date, Sim A wins a fight with some other Sim (not his date).

This event typically helps a Date score, with a base score of 50 for the Sim who wins the fight and 50 for the other Sim.

The actual amount awarded, however, depends on each Sim's personality. Every Date Event has a bonus score that ranges based on one personality trait. Sims of one extreme get the points on one end of the scale and Sims at the other extreme receive the points at the other end. If a Sim is somewhere between the personality extremes (e.g., Active/Lazy 7), the bonus is proportional within the event's range.

For our victorious fight, the reaction of Sim A is based on his Nice/Grouchy personality with a range of 50 to -50 and the reaction of Sim B is based on Outgoing/Shy with a range of 25 to -25.

- ◆ If Sim A is Nice/Grouchy 0 (Grouchy), the event gets a bonus of 50 points.

- ◆ If Sim A is Nice/Grouchy 10 (Nice), the event gets a bonus of -50.
- ◆ If Sim A is somewhere in between (i.e., Nice/Grouchy 5), the event gets a bonus of 0 (halfway between 50 and -50).
- ◆ If Sim B is Outgoing/Shy 10 (Outgoing), the event gets a bonus of 25.
- ◆ If Sim B is Outgoing/Shy 0 (Shy), the event gets a bonus of -25.
- ◆ If Sim B is somewhere in between (i.e., Outgoing/Shy 5), the event gets a bonus of 0 (halfway between 25 and -25).



## note

Similar bonuses are given for each Sim's Aspiration, but we'll get to that below.

So, the score for this event will be both Sims' base event scores plus whatever bonus or deduction is made due to their personality. If, therefore, both Sims are inclined to be very happy about this event (A is Grouchy and B is Outgoing), the event will increase the Date score by 100 (each Sim's base score) plus 75 (each Sim's bonus) or 175 points. On the other hand, if both Sims are on the opposite personality extremes, the event would still help the date, but only by 25 points.

There is still another bonus to add (for each Sim's Aspiration) but this example should demonstrate how much the personalities of two Sims can affect how an event impacts their date.

It's important, therefore, to keep in mind your date's and your Sim's personality when choosing activities on a date.



## tip

You can always approximate your date's personality by asking her about her zodiac sign and consulting the zodiac personality profile table in Chapter 4.

Playing games with a Grouchy Sim can be more trouble than it's worth.

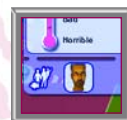


When choosing activities, therefore, consider the possible outcomes. If you know your Sim's date is Grouchy, it's probably best not to waste date time playing a game. If the date were to lose, her personality would make the negative score for losing the game almost twice as bad. A Nice date would still cause a deduction, but it would be minimal and outweighed by your Sim's positive reaction to winning.

## Aspiration Bonus/Penalty

Most Date Events also carry a bonus score awarded based on each Sim's Aspiration. If the Sim has the positive Aspiration, he or she gets points added, if the Sim has the negative Aspiration, he or she gets a reduction. If the Sim has neither Aspiration, the score remains unchanged. These points are in addition to any bonuses for personality traits.

Check out your Sim's date's Aspiration in the Date Meter to decide which events are worth realizing.



Returning to our fight example, both Sims' Aspirations will affect the fight's Date score. If your Sim is a Popularity Sim or the companion is a Family Sim, winning the fight will add 25 points per Sim to the score (base score plus personality bonus). If either your Sim is a Family Sim or the companion is a Popularity Sim, the score will be reduced by -50 points per Sim.

Sim B's Aspiration is always visible on the Date Meter.

## Date Events



### note

In the tables below, your Sim is referred to as Sim A and the Sim's companion is Sim B. If no Sim is specified, the event will score the same for either Sim.

DATE EVENT	BASE SCORE	PERSONALITY +	+ AMOUNT	PERSONALITY -	- AMOUNT	ASPIRATION +	ASPIRATION BONUS	ASPIRATION -	ASPIRATION PENALTY
Aspiration Desperation (Family) (Sim A)	0	Playful	0	Serious	0	Family, Knowledge	0	Romance, Popularity, Pleasure	0
Aspiration Desperation (Family) (Sim B)	-300	Playful	100	Serious	-200	Family, Knowledge	0	Romance, Popularity, Pleasure	0
Aspiration Desperation (Grilled Cheese) (Sim A)	0	Playful	0	Serious	0	Grilled Cheese	0	None	0
Aspiration Desperation (Grilled Cheese) (Sim B)	-300	Playful	100	Serious	-200	Grilled Cheese	0	None	0
Aspiration Desperation (Knowledge) (Sim A)	0	Playful	0	Serious	0	Knowledge	0	Romance, Wealth	0
Aspiration Desperation (Knowledge) (Sim B)	-300	Playful	100	Serious	-200	Knowledge	0	Romance, Wealth	0

# GOING OUT: DATES, GROUPS, AND OUTINGS

## Date Events continued

DATE EVENT	BASE SCORE	PERSONALITY +	+ AMOUNT	PERSONALITY -	- AMOUNT	ASPIRATION +	ASPIRATION BONUS	ASPIRATION -	ASPIRATION PENALTY
Aspiration Desperation (Pleasure) (Sim A)	0	Playful	0	Serious	0	Romance, Wealth, Pleasure, Grilled Cheese	0	Family	0
Aspiration Desperation (Pleasure) (Sim B)	-300	Playful	100	Serious	-200	Romance, Wealth, Pleasure, Grilled Cheese	0	Family	0
Aspiration Desperation (Popularity) (Sim A)	0	Playful	0	Serious	0	Popularity	0	Wealth, Knowledge, Pleasure	0
Aspiration Desperation (Popularity) (Sim B)	-300	Playful	100	Serious	-200	Popularity	0	Wealth, Knowledge, Pleasure	0
Aspiration Desperation (Romance) (Sim A)	0	Playful	0	Serious	0	Romance or Popularity	0	Family or Knowledge	0
Aspiration Desperation (Romance) (Sim B)	-300	Playful	100	Serious	-200	Romance or Popularity	0	Family or Knowledge	0
Aspiration Desperation (Wealth) (Sim A)	0	Playful	0	Serious	0	Wealth, Family, Pleasure, Grilled Cheese	0	Popularity	0
Aspiration Desperation (Wealth) (Sim B)	-300	Playful	100	Serious	-200	Wealth, Family, Pleasure, Grilled Cheese	0	Popularity	0
Aspiration Failure (Visit from Sim Shrink)	-400	Playful	200	Serious	-200	Pleasure	0	Knowledge	0
Be Influenced	25	Outgoing	25	Shy	-25	Popularity	10	Pleasure	-5
Be Jealousy Target	-250	Outgoing	100	Mean	-100	Romance	150	Family	-100
Bite Neck (Sim A)	200	Mean	100	Nice	-100	Knowledge	100	Family	-50
Bladder Fails (Sim A)	-200	Sloppy	200	Neat	-300	Family	0	Popularity	-500
Bladder Fails (Sim B)	-600	Sloppy	200	Neat	-300	Family	100	Popularity	-500
Crumplebottom - Hit	-250	Nice	100	Mean	-50	Family	50	Romance	-200
Crumplebottom - Lecture	-100	Nice	50	Mean	-100	Family	50	Romance	-200
Crush Relationship Achieved	100	Outgoing	50	Shy	-50	Romance	50	Knowledge	-50
Crush Relationship Lose	-150	Nice	50	Mean	-50	Knowledge	50	Romance	-50
Dance Sphere Lose Medium (Sim A)	-50	Lazy	-25	Active	25	Knowledge	20	Pleasure	-20
Dance Sphere Lose Medium (Sim B)	-80	Lazy	-25	Active	25	Knowledge	20	Pleasure	-20
Dance Sphere Lose High (Sim A)	-70	Lazy	-50	Active	50	Knowledge	20	Pleasure	-20
Dance Sphere Lose High (Sim B)	-100	Lazy	-50	Active	50	Knowledge	20	Pleasure	-20
Dance Sphere Win Low (Sim A)	15	Active	15	Lazy	-10	Pleasure	10	Knowledge	-5
Dance Sphere Win Low (Sim B)	15	Active	15	Lazy	-10	Pleasure	10	Knowledge	-5
Dance Sphere Win Medium (Sim A)	35	Active	25	Lazy	-25	Pleasure	20	Knowledge	-20





# nightlife

## EXPANSION PACK

### Date Events continued

DATE EVENT	BASE SCORE	PERSONALITY +	AMOUNT	PERSONALITY -	AMOUNT	ASPIRATION +	ASPIRATION BONUS	ASPIRATION -	ASPIRATION PENALTY
Dance Sphere Win Medium (Sim B)	35	Active	25	Lazy	-25	Pleasure	20	Knowledge	-20
Dance Sphere Win High (Sim A)	45	Active	25	Lazy	-25	Pleasure	20	Knowledge	-20
Dance Sphere Win High (Sim B)	45	Active	25	Lazy	-25	Pleasure	20	Knowledge	-20
Death of Date	-1000	Nice	0	Mean	0	Knowledge	0	Popularity	0
Dine Out (Order from Server)	150	Playful	50	Serious	-50	Pleasure	50	Fortune	-25
Dining Throw Food Accept	2	Playful	15	Serious	-10	Pleasure	15	Knowledge	-5
Dining Throw Food Reject	2	Playful	10	Serious	-35	Pleasure	5	Knowledge	-20
Eat Bad Food	5	Lazy	5	Mean	-5	Knowledge	0	Pleasure	-5
Eat Good Food	50	Lazy	25	Active	-25	Pleasure	50	Knowledge	-10
Energy Fails (Sim A)	-100	Lazy	100	Shy	-100	Knowledge	10	Popularity	-100
Energy Fails (Sim B)	-300	Playful	100	Serious	-200	Knowledge	10	Popularity	-100
Fall Asleep in Food (Sim A)	-150	Nice	50	Mean	-100	Family	25	Popularity	-100
Fight Attack Lose	-150	Nice	0	Mean	-50	Knowledge	25	Popularity	-100
Fight Attack Win	100	Mean	100	Nice	-300	Popularity	50	Knowledge	-25
Fire	-250	Playful	10	Serious	-35	Pleasure	5	Knowledge	-20
Get Booed (Sim B)	-50	Outgoing	25	Shy	-25	Knowledge	10	Popularity	-25
Get Cheered (Sim B)	25	Outgoing	50	Shy	-25	Popularity	25	Knowledge	-10
Get Comped Food (Sim A)	0	Outgoing	0	Shy	0	Fortune	0	Family	0
Get Comped Food (Sim B)	100	Outgoing	25	Shy	-50	Fortune	50	Family	0
Get Engaged	10	Nice	150	Mean	-50	Family	200	Romance	-100
Get Engaged Reject	20	Nice	5	Mean	-100	Romance	50	Family	-100
Get Food Dropped On (Sim A)	-50	Sloppy	100	Neat	-75	Fortune	10	Popularity	-25
Get Food Dropped On (Sim B)	-50	Sloppy	100	Neat	-75	Fortune	10	Popularity	-25
Get Furious (Sim A)	-200	Nice	100	Mean	-200	Family	50	Popularity	-50
Get Married	10	Nice	150	Mean	-50	Family	200	Romance	-100
Get Married Reject	20	Nice	5	Mean	-100	Romance	50	Family	-100
Get Pregnant	200	Nice	50	Mean	-100	Family	200	Romance	-350
Go Broke (Sim A)	-200	Outgoing	50	Shy	-100	Knowledge	50	Fortune	-200
Go Broke (Sim B)	-200	Outgoing	50	Shy	-100	Knowledge	50	Fortune	-200
Go Steady	4	Nice	50	Mean	-25	Family	200	Romance	-100
Go Steady Reject	4	Nice	50	Mean	-100	Romance	50	Family	-100
Influences Sim A (Sim B)	25	Outgoing	50	Shy	-10	Popularity	25	Knowledge	-5
Jealousy	-250	Nice	100	Mean	-100	Romance	100	Family	-100
Lose Fight (Sim A)	-75	Nice	25	Outgoing	-50	Family	25	Popularity	-50

# GOING OUT: DATES, GROUPS, AND OUTINGS

## Date Events continued

DATE EVENT	BASE SCORE	PERSONALITY + + AMOUNT	PERSONALITY - - AMOUNT	ASPIRATION +	ASPIRATION BONUS	ASPIRATION -	ASPIRATION PENALTY
Lose Fight (Sim B)	-75	Nice 25	Mean -25	Family	25	Popularity	-50
Love Relationship Achieved	200	Outgoing 50	Shy -50	Romance	50	Knowledge	-50
Love Relationship Lost	-200	Nice 150	Mean -150	Knowledge	100	Romance	-100
Orders Sim B's Liked food (Sim A)	0	Lazy 0	Active 0	Pleasure	0	Popularity	0
Pick Up for Date in Hunka 711 Hwang Motors	85	Outgoing 40	Shy -10	Fortune	50	Family	-30
Pick Up for Date in Landwhale by Haeveola	45	Shy 30	Outgoing -10	Family	50	Romance	-150
Pick Up for Date in Smoogo Minima	10	Sloppy 20	Neat -10	Knowledge	10	Fortune	-30
Pick Up for Date in Smord P328	35	Active 30	Lazy -10	Pleasure	20	Knowledge	-10
Pick Up for Date in Yomoshoto Evasion	65	Serious 30	Playful -10	Knowledge	20	Pleasure	-10
Repoman	-400	Outgoing 0	Shy -100	Popularity	0	Fortune	-200
Save from Death	300	Playful 100	Serious -200	Knowledge	400	Family	0
Say Goodnight to Date w/o Unlocking Time Bonus	-200	Shy 0	Outgoing -50	Knowledge	50	Romance	-50
Sing Duet	50	Playful 25	Serious -25	Romance	25	Knowledge	-25
Skip Out on Check Fail (Sim A)	-200	Mean 200	Nice -200	Family	0	Fortune	-100
Skip Out on Check Succeed (Sim A)	0	Mean 0	Nice 0	Fortune	100	Family	-100
Slow Dance End Unsuccessful	-200	Nice 100	Mean -50	Knowledge	50	Romance	-100
Smell Bad Reaction	-50	Sloppy 50	Neat -50	Knowledge	25	Pleasure	-25
Smell Yummy Reaction	50	Neat 25	Sloppy -40	Pleasure	25	Knowledge	-10
Smustle Dance Reject	-50	Lazy 25	Active -25	Knowledge	25	Pleasure	-25
Smustle Dance With Sim B	50	Active 25	Lazy -25	Pleasure	25	Knowledge	-25
Social Worker	-700	Mean 300	Nice -300	Pleasure	100	Family	-500
Streak (Sim B)	50	Outgoing 0	Shy 0	Pleasure	0	Knowledge	0
Talk to Belly (Sim B)	20	Nice 10	Mean -10	Family	10	Romance	-10
Throw Up (Sim A)	-100	Sloppy 100	Neat -250	Romance	0	Pleasure	-100
Throw Up (Sim B)	-100	Sloppy 100	Neat -250	Family	0	Popularity	-50
Tips Waiter, etc. (Sim B)	25	Nice 45	Mean -50	Fortune	50	Knowledge	-25
Use Photo Booth Together	30	Outgoing 40	Shy -50	Popularity	25	Fortune	-10
Win Fight (Sim A)	50	Outgoing 25	Shy -25	Family	25	Popularity	-50
Win Fight (Sim B)	50	Mean 50	Nice -50	Popularity	25	Family	-50



# nightlife

## EXPANSION PACK

The date score impact of the following events are based on changes in Daily and Lifetime Relationship resulting from each interaction. However, instead of the base score being added directly to date score, it is multiplied by the relationship changes on both sides and the resulting number is

then added to date score. Note that only a few of these events are further modified by personality or Aspiration—these bonuses, when they occur, are added to the modified base score as with all other date events.

DATE EVENT	BASE SCORE (MULTIPLIED BY REL. CHANGE)	PERSONALITY + + AMOUNT	PERSONALITY - - AMOUNT	ASPIRATION +	ASPIRATION BONUS	ASPIRATION -	ASPIRATION PENALTY
Appreciate	1	Nice 0	Mean 0	Family	0	Romance	0
Appreciate Reject	1	Mean 0	Nice 0	Romance	0	Family	0
Booth/Sofa/Bed/HotTub Cuddle	2	Outgoing 20	Shy -10	Romance	15	Knowledge	-10
Booth/Sofa/Bed/HotTub Cuddle Reject	2	Outgoing 10	Shy -20	Knowledge	15	Romance	-50
Dance Reject	2	Lazy 0	Active 0	Pleasure	0	Romance	0
Dance with Sim	2	Active 0	Lazy 0	Pleasure	0	Knowledge	0
Dining Blow Kiss	2	Outgoing 0	Shy 0	Romance	0	Knowledge	0
Dining Blow Kiss Reject	2	Outgoing 0	Shy 0	Romance	0	Knowledge	0
Dining Feed a Bite	2	Nice 0	Mean 0	Pleasure	0	Fortune	0
Dining Feed a Bite Reject	2	Nice 0	Mean 0	Pleasure	0	Fortune	0
Dining Get Drink Thrown in Face	2	Playful 0	Serious 0	Family	0	Popularity	0
Dining Hold Hands	2	Nice 0	Mean 0	Family	0	Knowledge	0
Dining Hold Hands Reject	2	Nice 0	Mean 0	Family	0	Knowledge	0
Dining Steal A Bite	2	Playful 0	Serious 0	Pleasure	0	Fortune	0
Dining Steal a Bite Reject	2	Serious 0	Playful 0	Fortune	0	Pleasure	0
Dining Throw Drink	2	Playful 0	Serious 0	Family	0	Knowledge	0
Entertain	1	Outgoing 0	Shy 0	Popularity	0	Knowledge	0
Entertain Reject	1	Shy 0	Outgoing 0	Knowledge	0	Popularity	0
Fight	3	Mean 0	Nice 0	Popularity	0	Knowledge	0
Flirt	2	Playful 0	Serious 0	Pleasure	0	Family	0
Flirt Reject	2	Serious 0	Playful 0	Family	0	Pleasure	0
Get Bitten By Vampire	3	Playful 25	Serious -25	Knowledge	200	Family	-50
Get Engaged	10	Nice 150	Mean -50	Family	200	Romance	-100
Get Engaged Reject	20	Nice 5	Mean -100	Romance	50	Family	-100
Get Married	10	Nice 150	Mean -50	Family	200	Romance	-100
Get Married Reject	20	Nice 5	Mean -100	Romance	50	Family	-100
Go Steady	4	Nice 50	Mean -25	Family	200	Romance	-100
Go Steady Reject	4	Nice 50	Mean -100	Romance	50	Family	-100
Hug	2	Nice 0	Mean 0	Family	0	Fortune	0



# GOING OUT: DATES, GROUPS, AND OUTINGS

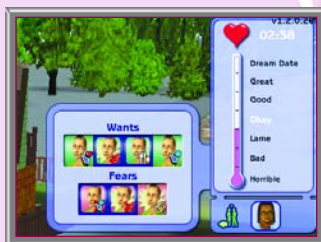
DATE EVENT	BASE SCORE (MULTIPLIED BY REL. CHANGE)	PERSONALITY +	+ AMOUNT	PERSONALITY -	- AMOUNT	ASPIRATION +	ASPIRATION BONUS	ASPIRATION -	ASPIRATION PENALTY
Hug Reject	2	Mean	0	Nice	0	Fortune	0	Family	0
Irritate	1	Nice	0	Mean	0	Popularity	0	Family	0
Kiss Accept	2	Outgoing	0	Shy	0	Romance	0	Knowledge	0
Kiss Reject	2	Shy	0	Outgoing	0	Knowledge	0	Romance	0
Lose Game (Sim A)	1	Nice	0	Mean	0	Family	0	Popularity	0
Lose Game (Sim B)	1	Nice	0	Mean	0	Family	0	Popularity	0
Play	1	Playful	0	Serious	0	Pleasure	0	Fortune	0
Play Reject	1	Serious	0	Playful	0	Fortune	0	Pleasure	0
Prank	1	Playful	0	Serious	0	Popularity	0	Knowledge	0
Prank Reject	1	Serious	0	Playful	0	Knowledge	0	Popularity	0
School Cheer	1	Playful	0	Serious	0	Knowledge	0	Romance	0
Secret Handshake	1	Outgoing	0	Shy	0	Knowledge	0	Family	0
Secret Handshake Reject	1	Shy	0	Outgoing	0	Family	0	Knowledge	0
Slow Dance Reject	2	Nice	0	Mean	0	Knowledge	0	Romance	0
Slow Dance Step on Foot	2	Nice	0	Mean	0	Family	0	Popularity	0
Slow Dance With Sim	2	Nice	0	Mean	0	Romance	0	Knowledge	0
Slow Dance Nested	2	Nice	0	Mean	0	Romance	0	Knowledge	0
Slow Dance Nested Reject	2	Nice	0	Mean	0	Knowledge	0	Romance	0
Talk	1	Outgoing	0	Shy	0	Knowledge	0	Romance	0
Talk Reject	1	Shy	0	Outgoing	0	Romance	0	Knowledge	0
Win Game (Sim A)	1	Playful	0	Serious	0	Popularity	0	Romance	0
Win Game (Sim B)	1	Playful	0	Serious	0	Knowledge	0	Popularity	0
WooHoo	5	Outgoing	0	Shy	0	Romance	0	Knowledge	0
WooHoo Reject	5	Shy	0	Outgoing	0	Knowledge	0	Romance	0



## note

While on a date, the bulk of a Sim's Wants and Fears will be directly related to the date rather than the usual more diffuse Aspiration-driven forces.

Click on the companion's Aspiration icon in the Date Meter to reveal his or her current Wants.



Keep an eye on your Sim's and the companion's Wants. If the companion is showing a Want, it's likely because it will score well with him or her based on his or her personality and Aspiration. Likewise, your Sim's Wants during a date favor actions likely to achieve the highest scores. What's more, every Aspiration your Sim and the date gain or lose translates into a fraction of a Date point (1/20th to be exact); if, for example, the companion satisfies a 1,000 point Want, Date score will rise by 50 points.



### note

See a companion's Wants by clicking on his or her Aspiration icon on the Date Meter.

## Time

Dates are timed events, but the time remaining can change based on the Date score.

When you begin a date, the timer begins counting down from three minutes.

When the timer shifts to red, you better elevate the Date score fast.



This does not mean you have three minutes in the entire date; it means you have three minutes to get to the next highest scoring level.

When the next scoring level is reached (say, from *Lame* to *Good*), more time is added to the clock. Reach the next threshold and another time bonus is awarded. When you get to the top tier (*Dream Date*), there are no more time bonuses and the date will end when the timer runs out. Less bonus time is awarded for each higher Date Level, so reaching the highest levels becomes progressively more challenging.



### note

If you suffer a slide in Date score and drop below your current Date Level, you won't get a time bonus for crossing the line again. The next time bonus won't come until you rise to the next highest tier.

Thus, it's very important to make good use of your time on a date. The longer you take to get to each level, the less time you'll have to reach the following time bonus.

### Date Time Bonuses

Date Level Achieved	Time Bonus
Good	2:30
Great	2:00
Dream	0:90



### note

Ending a date by saying good-bye without having unlocked any higher levels is a negative Date Event and carries an extra reduction in score. Shy and Knowledge Sims are more forgiving of this and Outgoing and Romance Sims look upon it even more harshly.

## Initial Date Score

All dates begin at the same initial score, just above the *Okay* level.



### tip

Leaving for a date in the date's personality/ Aspiration-preferred car is a Date Event and provides an increase in Date points before your Sim reaches the Community Lot. This isn't, literally, a difference in initial Date score but an off-screen scoring opportunity. The effect is, however, the same.

## Reaching a New Date Level

Every time a date rises to a new Date Level, two things happen:

- ◆ Time is extended by a variable amount (less time for higher levels)
- ◆ Both Sims' Needs are given a boost

# GOING OUT: DATES, GROUPS, AND OUTINGS

The latter reward helps extend the date and keep the Sims focused on enjoying themselves, liberating them from tending to their basic Needs.

## Changing Lots While on a Date

During a date, you can change lots (with one exception) any time you please. Your date will follow you to any other Community Lot, and no travel time counts against the Date Timer.

A date on a Community Lot can't return to your Sim's home unless relationship is high enough to successfully do the Ask...Back to My Place interaction.



The one place you can't go from a Community Lot date is back to your Sim's own home because doing this ends the date.

This isn't to say you can't move a date to your Sim's home lot. To do this, select the Ask...Back to My Place social. The other Sim will either accept or reject based on Mood, Outgoing/Shy or Nice/Grouchy, and Daily and Lifetime Relationship.

If the other Sim accepts, the date moves to your Sim's home lot and continues normally.

## Ending a Date

Dates can be ended in a variety of ways, not all of them graceful:

- ◆ Score timer reaches 0: Date score is final and date ends.
- ◆ Score reaches 0 (bottom of Horrible): Date ends immediately with worst possible score and both Sims get a dramatic depletion of their Needs. Sim B delivers a stern lecture.

- ◆ End the Date: Using this interaction, both Sims agree to call it a day at the current final score. If you haven't won any extended time yet, this is a negative Date Event that will drop the score. If you have unlocked at least one time extension, there is no penalty for ending a date in this way.
- ◆ Ask...Do You Want a Ride Home?: Functions the same as End the Date but both Sims go to taxi or Sim's car and leave lot together. Your Sim then arrives back at his or her home lot alone (having already dropped off the date). As with End the Date, you only receive a penalty for ending the date this way if you haven't yet unlocked any time extensions.
- ◆ Ask...Back to My Place: If this interaction is rejected, the date ends immediately at its current score and Sim B leaves the lot. If, on the other hand, the invitation is accepted, both Sims retire to car or taxi, transition to your Sim's home lot, and continue the date there. This is the *only* way to move a date to your Sim's home lot from any other lot without ending the date.
- ◆ Asking Another Sim for a Date: During a date you are free (although it's uncouth) to ask another Sim for a date, but this has severe consequences for your current date and even the new one. The Date score will drop and there's an additional Daily and Lifetime Relationship drop caused by the date switch. The ditched Sim may also react jealously (according to the usual rules) against both your Sim and his or her new companion (this can harm the score for the new date).
- ◆ Outside forces end the date prematurely: If your date's motives drop too low, your Sim departs for work or school, or your Sim's companion dies, the date ends at its current state with no penalties save any score changes resulting from the event itself. If, for example, your date is killed by a falling satellite while stargazing, this would end the date at its current score, minus the substantial penalty for date death.



Switching dates is extremely bad form, but we suppose you have your reasons. Never mind the trail of broken hearts you'll leave in your Sim's wake.





### tip

If a date does die, the date isn't ended until after the Grim Reaper departs the lot. Thus, if the manner of death allows for pleading for the deceased's life, there is time to do so before the date ends. If your Sim successfully pleads for the date's restoration, that too is a Date Event that mitigates the damage of the death.

## Final Date Score and Rewards

The score at the end of the date determines what happens next. The final Date score is the Date Level at the moment the date ends, ranging from:

- ◆ Dream Date (950–1,000)
- ◆ Great (850–950)
- ◆ Good (425–850)
- ◆ Okay (300–425)
- ◆ Lame (200–300)
- ◆ Bad (100–200)
- ◆ Horrible (0–100)

At the conclusion of the date, the Sims bid farewell. How they do this depends on how the date went:

- ◆ Dream Date: Romantic Kiss
- ◆ Great: Tender Kiss
- ◆ Good: Peck
- ◆ Okay: Hug
- ◆ Lame: Shrug/Sigh
- ◆ Bad: Lecture
- ◆ Horrible: Yell At/Poke/Shove

Additionally, the outcome of the date can have up to three effects on the dating Sims:

1. Needs: Positive dates result in a proportional boost in all Needs—the higher the score the larger the boost. Negative dates result in a depletion of all Needs, again in proportion to the Date score.
2. Relationship: In addition to any relationship gains/losses on the date, both Sims receive a proportional boost or drop in both Daily and Lifetime Relationship toward each other. The higher the score, the larger the boost.
3. Memory: Dream, Great, Bad, and Horrible dates generate a memory that your Sim can dream, think, or talk about.



### note

Additionally, the outcome of the date may, depending on the score, fulfill a Want or realize a Fear (e.g., Fear: Have a bad date with so-and-so).

These, of course, are just the immediate benefits/penalties for a date. Next come the aftereffects.



### note

Many but not all of these rewards are also given for outings (see Outings, below).

## Date Rewards

The effects of a date last beyond the encounter itself. Depending on how well the date went, several good and some bad results can arrive as late as the following day. At least one will make your Sims think twice about ever cheating on a date again.

# GOING OUT: DATES, GROUPS, AND OUTINGS

## Reward Objects



The quality of a date dictates what, if anything your Sim will receive the next day.

After a date, your Sim may receive a delivery from the other Sim. What it is, however, depends on how the date went:



If things go poorly on your date, those aren't flowers on your Sim's doorstep. That smell is never coming out!

- ◆ **Dream Date:** Dated Sim drops by and delivers a bouquet of flowers. These flowers can be placed in the home; they're artificial and will never die.
- ◆ **Great Date:** Dated Sim drops by and delivers a single flower. This flower can be placed in the home; it's artificial and will never die.
- ◆ **Good Date:** The postal worker delivers a love letter from the date. Once your Sim removes it from the mailbox, it goes into the Sim's inventory where it (emblazoned with the sender's picture) can be inspected. The letter can be removed from inventory and placed for display on mantles, walls, or surfaces. If another Sim who has a romantic relationship with the recipient sees the displayed letter, he or she will react jealously.
- ◆ **Okay Date:** No reward
- ◆ **Lame Date:** No reward
- ◆ **Bad Date:** The postal worker delivers a hate letter from the date. Once your Sim removes it from the mailbox, it goes into the

Sim's inventory where it (emblazoned with the sender's picture) can be inspected. Letter can be removed from inventory and placed for display on mantles, walls, or surfaces.

- ◆ **Horrible Date:** The date sneaks onto your Sim's lot and deposits a flaming bag of poo at the door. This object does not cause fires and will burn infinitely until either stomped out (putting out the flames but depleting your Sim's Hygiene) or placed in your Sim's inventory. There's a slim chance your Sim could catch fire while stomping on the bag of poo, but it won't spread to anything else. Dispose of the bag of poo by stomping and sweeping up the ashes; it can't be sold.



### note

Love and hate letters can be displayed in your Sim's home.



### note

Yes, the flaming bag of poo can be placed in your Sim's inventory in either its flaming or non-flaming state. Collect a few and use them like luminarias at your Sims' next outdoor party. It'll be kind of a depressing party, but still.

## Insta-Promotion

If a Sim's date is employed at a higher level in the same career track (above level 3), there's a chance that the date will pull some strings and the Sim will receive a promotion the next time he or she goes to work.

The chance of this happening rises with:

- ◆ The quality of the date
- ◆ The dated Sim's job level

If both Sims on a date are from the same household, no promotions will be offered.

If your Sim's date is in the same career track but in a higher job, there's a chance he or she will get your Sim a promotion.



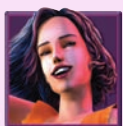
To discover if a Sim is in your Sim's career track and at what level, use the Ask...What's Your Job? interaction.

## Restaurant Coupon

If a date involved dining at a restaurant, there's a chance that the next day's mail will bring a coupon for a free meal at any restaurant.

The chance of receiving this reward rises with the quality of the date.

Whoever takes this letter out of the mailbox (even if not the Sim who went on the date) puts it in his or her inventory and can use it at will.



## tip

If you wish to move a coupon from the inventory of one Sim to another, drop it on the ground and pick it up with the other Sim.

If a Sim has a restaurant coupon in his or her inventory, you can choose to use it when you click on the host podium to pay for the meal. In addition to the usual options, you may "Use Coupon." The coupon will cover any meal no matter how big the bill.

## Skill Point Award

It always pays to associate with the right people, people of achievement and drive. As such, other Sims can be a good influence on your Sim's skills.



## note

Unlike promotions, skill point increases can come from Sims in your Sim's household.

Inquire about a Sim's skills to see if a skill boost might be in the near future.



After a date, your Sim may receive a skill level increase in one or more skill. You may even be promoted more than one level in a single skill.

Each time Date Level increases to a new height (e.g., Good to Great), there's a chance to get a point in each skill. Every time a new level is reached, you get another opportunity to gain skill.



## note

No skill points are awarded when you increase to a threshold you had attained but lost. The next skill point won't come until you reach the next highest unattained Date Level.

Also, you won't *lose* skill points—either your Sim's own or any won during the date—no matter how badly the date is going.

These points are not announced or added until the end of the date. At that time, every skill level you gained will be added to your Sim.



# GOING OUT: DATES, GROUPS, AND OUTINGS

The chance of a skill award increases with the Date score.

You can discover your companion's skill levels by using the Ask... What Are Your Skills? interaction. The Sim reveals his high-ranking skills in the following terms:

- ◆ "I'm pretty good at...": skill 1–3
- ◆ "I'm very good at...": skill 4–7
- ◆ "I'm an expert at...": skill 8–10

If the asked Sim has no skills, he or she will say "I'm not really good at anything yet." If the Sim is successful at multiple skills, they will be listed. For example: "I'm very good at: Mechanical, Body."

## Another Date

One good date leads to another.



The day after a successful date, the date may telephone to invite your Sim on another date. If accepted, the date begins and your Sim has one hour to leave for a Community Lot of your choosing.

## Contacts (a.k.a. "The Friend of a Friend")

Having good dates (or outings) can expand your Sim's social circle even after the outing's over.

The day after a successful date or outing, your Sim may get a call from an unknown Sim who identifies him- or herself as being a friend of someone on the previous outing. The caller invites

your Sim to an outing with a group selected randomly from the caller's groups or assembled from randomly chosen downtownies.

The mutual friend named by the caller will also attend.



### note

Find further information about contacts Chapter 9.

Contacts are valuable because they are temporary friends even before your Sim actually meets them. Thus, during their limited time as a contact—depending on the Date or Outing score that caused them to call—they count toward your Sim's friend count for both career and influence. When the contact's timer runs out, that Sim no longer counts toward these totals, unless your Sim befriended him or her in the normal way in the meantime; however, the contact does stay in your Sim's Relationship panel with whatever of their initial Daily/Lifetime Relationship score remains.



### note

The lifetime of a contact depends on how well the previous date went:

- ◆ Okay: 12 hours
- ◆ Good: 24 hours
- ◆ Great: 48 hours
- ◆ Dream Date: 52 hours

## Surprise Gift

Shortly after a high-scoring date (Good or higher), you may get a little surprise. There's a chance the date will sneak onto your Sim's lot and drop off a free object.

What they drop off depends on the final score. The object is chosen at random from the list for each score level. The higher the score, the more valuable the object. A Dream Date can deliver a piano or an expensive stereo while a Good date will bring a garden gnome or a remote-controlled car.

## Groups and Outings

Traditionally, Sims could invite over individual Sims or ask to meet a single Sim at a Community Lot. Every now and then, invited guests brought a friend along or your Sim could tote along a few members of his or her household. But, you could never arrange an outing of Sims from various households or invite over a large gathering without throwing a party.

With groups and outings, it's now possible to do all this. You can even undertake scored outings for a wide variety of rewards.

## Groups

A group is a defined collection of Sims identified by a group name. Such Sims can be called and summoned by group name rather than individually and often a group will, through one of its members, invite your Sim out for a gathering.

Once defined, a group can be accessed or edited by any playable Sim in the group. Thus, if you use a Sim in one household to create the group and include a playable Sim (marked by a green plumb bob in the Manage Group menu) from another household, the second Sim can be used to invite the group for outings, edit the group, or delete it entirely. He or she will also receive occasional outing invitations from the group.

## Kinds of Groups

There are two kinds of groups, defined by how they're assembled:

◆ Managed Groups

◆ Casual Groups

## Managed Groups

The Manage Group menu is accessed via the telephone.



Use any house or mobile phone and select the Groups... menu. In Manage Groups, you can select which Sims to add to (or remove from) the group (from the pool of Sims known to your Sim).

Once created, the group appears in the groups available to every playable Sim in the group.



### note

If a townie later becomes a playable Sim (via marriage or becoming a roomie), they too will have the power to manage and invite the group.

Regardless of which Sim(s) created or can manage the group, no two groups in a base neighborhood or any of its attendant downtowns or universities can have the same group name.



### note

No matter the kind of group, all group members (except the currently selected Sim) will have small blue plumb bobs over their heads. These indicators show their

# GOING OUT: DATES, GROUPS, AND OUTINGS

membership in the group but do not change color to reflect their Mood. If more than one member of a group is a playable Sim, switching to a different one changes them to a normal plumb bob and the previously controlled Sim swaps his normal one for a blue group plumb bob.



Sometimes, members of a group will bag on an invitation for various reasons.

Inviting a group doesn't guarantee all members will be able to attend. Group members decide to attend based on the same factors as individual Sims invited over in the traditional way (based on Daily Relationship, whether they're asleep or at work at the time of the call, and whether they have phones in their homes). If any group members decline, you'll be informed immediately who begged off and why.



## note

The size of your groups may be limited by your computer's performance.

## Casual Groups

Casual groups are created in-person and individually through the Ask...to Form Casual Group interaction. The recipient can either accept or reject the invitation based on Daily Relationship and either Mood or Lifetime Relationship.

Casual groups are improvised groups made up of whatever Sims present you wish to ask.



Casual groups can be assembled for either Just for Fun (unscored gatherings) or For an Outing (scored/timed with a chance of rewards, like dates). You can make this choice when you invite the first member of the group.

Once formed, casual groups behave identically to managed groups.

## Adding or Removing Group Members

While a group is assembled, you can add or remove any Sim from the group.

To remove a single group member from the current outing (*not*, mind you, from a managed group membership), use the Ask...To Leave Group interaction. The removed Sim may remain on the lot after being dismissed but won't follow or contribute to the score of the group. If the Sim is playable, he or she will remain playable but act independently of the group.

To add any Sim on the lot to a group (either casual or scored gatherings), use the Ask...To Join Group interaction. If the outing is for a managed group, the new Sim is added to the outing only, not the group list.

## Autonomous Quitting Groups

If any individual group member's Needs or Mood deplete too low, that Sim excuses him- or herself



from the group and departs the lot (just as he or she would if he or she were visiting your Sim's home).

To avoid defections, give your group periods of freedom to tend to their Needs. If you dominate their movements by constantly engaging in activities they'll feel compelled to watch or join, they'll bail out of the group sooner.



### note

When grouped Sims disperse around a lot, you can call them all back to your Sim with the Gather Group self-interaction.

## Disbanding Groups

To disband a casual group, use the End Casual Group self-interaction on any controllable group member. This gathers all the group members and the selected Sim wishes them farewell. The removed Sims may remain on the lot after being dismissed; any playable Sims in the erstwhile group remain playable.

A scored outing is ended in the same manner. The final score for the outing is awarded when the outing is disbanded. Unlike prematurely ended dates, there are no score or Need penalties for ending an outing that's going poorly.

## Kinds of Group Gathering

There are two kinds of group gatherings:

- ◆ Unscored Gatherings (called "Just for Fun")
- ◆ Scored Gatherings (called "Outings")

### Just for Fun Gatherings

Groups can be summoned or assembled for unscored just-for-fun excursions, either at a Sim's home or on a Community Lot.

A just-for-fun gathering looks just like an outing except there's no score meter.



Just-for-fun gatherings stay together for as long as the group members can maintain their Needs and Mood. As with any other gathering, the members follow any playable Sim from lot to lot (including to the playable Sim's home lot) and join and watch his or her activities. Unscored groups are particularly useful for having Sims be seated at the same table in restaurants; even if Sims arrive at a lot together, they won't dine together unless they're in either a date or group.

When you wish to end the just-for-fun gathering, select the End Group interaction on any playable Sim.

## Outings

Outings are scored gatherings that begin either at a Sim's home or on a Community Lot. They can be initiated either by phone call to a managed group or ad hoc by assembling a casual group.



### note

The first time you play any household after installing this expansion pack, you get an opportunity for an outing. Within the first few hours, your Sim receives a call from a friend or a random townie inviting them downtown as part of a group. You can choose to go by accepting the invitation.

Outings are scored based on several factors including Mood, relationship changes, Outing Events, and Aspiration points.

# GOING OUT: DATES, GROUPS, AND OUTINGS



The Outing Meter appears in the upper right corner, just like the Date Meter.



## note

Scored outings always start just above the line between Boring and So-So. Whenever a new member is added to the outing, his or her contribution to the score always starts at this point. Therefore, adding new members to the group can drastically affect the total score.

High-scoring outings can have several possible rewards (see "Outing Rewards," below).

## Gathering Locations

Gatherings can be assembled in either of two places:

- ◆ At home
- ◆ On a Community Lot

### At Home Gatherings

Gatherings held at your Sim's home are convened by house or cell phone using the Groups... Invite Group Over... interaction.



Casual home gatherings are a great way to have a bunch of Sims over without the pressure of a Party score.

Home gatherings can be done either Just for Fun or For an Outing. Once convened, however,

the group can be moved to any Community Lot by calling a taxi or using your Sim's private car.

After inviting a group, the members will show up a few moments later. Greet them to continue the gathering.

### Community Lot Gatherings

Group gatherings can be started on Community Lots by using the Groups... Meet Group on Community Lot... interaction on any house or cell phone.

Choose the mode of transportation, then decide where to go.



Select whether the venture is to be Just for Fun or For an Outing. Next, if the household has a car, decide if you want to go by taxi or car. Either way, choose your destination and you're off. The attending members of the group will arrive with your Sim at the Community Lot (they were picked up on the way).

Community Lot gatherings can move to any other Community Lot or back to your Sim's home lot.



## note

All Sim cars have infinite seating, so you can drive to a gathering no matter how many Sims are invited.

## Scoring Outings

Outings are scored similarly to dates but with other factors involved.



### note

The Outing Meter is very similar to the Date Meter but lacks the picture/Aspiration of any Sim on the outing and provides no access to anyone else's Wants and Fears. To learn those on an outing, you must use the Ask...What Do You Want? and Ask...What Do You Fear? interactions.

Outing score ranges from:

- ◆ Rockin' (950–1,000)
- ◆ Super (650–950)
- ◆ Fun (425–650)
- ◆ So-So (300–425)
- ◆ Boring (200–300)
- ◆ A Real Drag (100–200)
- ◆ Disaster (0–100)

Points are awarded for:

- ◆ Average group Mood
- ◆ Relationship changes
- ◆ Outing Events
- ◆ Aspiration points gained and lost as a result of fulfilled Wants and Fears

### Average Group Mood

The average Mood of all the group members is taken at the beginning of an outing, then rechecked regularly. Throughout the outing, any changes up or down from the previous check will generate an increase or decrease in Outing points.

### Relationship Changes

Any changes in relationship between group members during the outing increase or decrease Outing score.



### note

This element functions just like scoring for parties.

### Outing Events

Outing Events work identically to Date Events, deducting or adding points for the occurrence of specified events. The score for each occurrence is modified by:

- ◆ Each Sim's personality
- ◆ Each Sim's Aspiration





# GOING OUT: DATES, GROUPS, AND OUTINGS

Thus, any defined event scores differently based on each Sim's individual personality and Aspiration. The average of all group members' reactions to an event is added to the Outing score.

Though the mechanism and scoring are similar to dates, there are fewer Outing Events. Outing score is changed by:

- ◆ Appreciate
- ◆ Appreciate Reject
- ◆ Aspiration Failure (Shrink)
- ◆ Be Influenced
- ◆ Be Jealousy Target
- ◆ Booth/Sofa/Bed/Hot Tub Cuddle
- ◆ Booth/Sofa/Bed/Hot Tub Cuddle Reject
- ◆ Crumplebottom (Hit)
- ◆ Crumplebottom (Lecture)
- ◆ Dance Reject
- ◆ Dance Sphere Lose High
- ◆ Dance Sphere Lose Medium
- ◆ Dance Sphere Win High
- ◆ Dance Sphere Win Low
- ◆ Dance Sphere Win Medium
- ◆ Dance with Sim
- ◆ Date Influences Sim
- ◆ Death of Date
- ◆ Dine Out (Order from Server)
- ◆ Dining Blow Kiss
- ◆ Dining Blow Kiss Reject
- ◆ Dining Feed a Bite
- ◆ Dining Feed a Bite Reject
- ◆ Dining Get Drink Thrown in Face
- ◆ Dining Hold Hands
- ◆ Dining Hold Hands Reject
- ◆ Dining Steal a Bite Reject
- ◆ Dining Steal A Bite
- ◆ Dining Throw Drink
- ◆ Dining Throw Food Accept
- ◆ Dining Throw Food Reject
- ◆ Eat Bad Food
- ◆ Eat Good Food
- ◆ Energy Failure
- ◆ Entertain
- ◆ Entertain Reject
- ◆ Fall Asleep in Food
- ◆ Fight
- ◆ Fight Attack Lose
- ◆ Fight Attack Win
- ◆ Flirt
- ◆ Flirt Reject
- ◆ Gain Aspiration Points
- ◆ Get Comped Food
- ◆ Get Engaged
- ◆ Get Engaged Reject
- ◆ Get Furious
- ◆ Get Married
- ◆ Get Married Reject
- ◆ Get Pregnant
- ◆ Go Steady
- ◆ Go Steady Reject
- ◆ Hug
- ◆ Hug Reject
- ◆ Irritate
- ◆ Jealousy
- ◆ Kiss
- ◆ Kiss Reject
- ◆ Play
- ◆ Play Reject
- ◆ Prank
- ◆ Prank Reject
- ◆ Repoman
- ◆ Save from Death
- ◆ School Cheer
- ◆ Secret Handshake
- ◆ Secret Handshake Reject
- ◆ Sim Dance Sphere Lose High
- ◆ Sim Dance Sphere Lose Medium
- ◆ Sim Dance Sphere Win High
- ◆ Sim Dance Sphere Win Low
- ◆ Sim Dance Sphere Win Medium
- ◆ Sing Duet
- ◆ Slow Dance End Unsuccessful
- ◆ Slow Dance Reject
- ◆ Slow Dance Nested
- ◆ Slow Dance Nested Reject
- ◆ Slow Dance Step on Foot
- ◆ Slow Dance With Sim
- ◆ Smell Bad Reaction
- ◆ Smell Yummy Reaction
- ◆ Smustle Dance With Sim
- ◆ Social Worker
- ◆ Talk
- ◆ Talk Reject
- ◆ Use Photo Booth Together
- ◆ Vampire-Bite Neck
- ◆ Vampire-Get Bitten
- ◆ WooHoo
- ◆ WooHoo Reject

There are also a few events that are exclusive to outings. If any of the relationships listed below are achieved during an outing, that event will affect the outing score:

DATE EVENT	BASE SCORE	PERSONALITY +	+ AMOUNT	PERSONALITY -	- AMOUNT	ASPIRATION +	ASPIRATION BONUS	ASPIRATION -	ASPIRATION PENALTY
Achieve Best Friend Relationship	200	Outgoing	50	Shy	-50	Romance	50	Knowledge	-50
Lose Best Friend Relationship	-200	Nice	150	Mean	-150	Knowledge	100	Romance	-100
Achieve Friend Relationship	100	Outgoing	50	Shy	-50	Romance	50	Knowledge	-50
Lose Friend Relationship	-150	Nice	50	Mean	-50	Knowledge	50	Romance	-50

### Scoring Effects

Whenever the outing score crosses up or down into a new scoring zone (even one already achieved), all group members receive a boost or drop in their Needs.

Also, as with dates, any rise into a heretofore unattained scoring level awards a time extension to the outing. To get a further time extension, raise Outing score to the next highest level before the clock expires.

### Outing Rewards

When an outing ends, there are several possible rewards for your Sim.

### Future Invitations

If your Sim had a high scoring outing with a group, there's a chance a member of the group may call the next day to invite him or her on another outing. Generally, the caller will be the member of the group with the highest Daily Relationship to your Sim.

The group for which the Sim is inviting, however, may not be the same group from the past. If the caller is the member of multiple groups, which of those groups he or her "represents" is chosen randomly. If the original group was a casual group and the caller is not a member of any managed group, the outing will be attended by the caller and a randomly selected gang of downtownies.

### Contacts (a.k.a. "The Friend of a Friend")

Having good outings can expand your Sim's social circle even after the outing's over.

This works exactly the same as with dates.



### note

The lifetime of a contact depends on how well the previous outing went:

- ◆ So-So: 12 hours
- ◆ Fun: 24 hours
- ◆ Super: 48 hours
- ◆ Rockin': 52 hours

### Insta-Promotion

A Sim fresh off an outing with a Sim in the same career track may receive a promotion courtesy of the higher-ranking Sim.

This works in the same way as it does with dates, though the larger number of Sims in the average outing can increase the chances of promotion. Because each Sim on the outing who ranks higher in your Sim's career track (above Level 3) has a chance of offering a promotion, the more Sims in the group who qualify, the more likely the reward.

See "Date Rewards," above, for details.

### Restaurant Coupon

After an outing, a Sim may receive a coupon for a free dinner on a Community Lot in his mailbox. See "Date Rewards," above, for details.

### Skill Point Award

When an outing ends, your Sim can receive one or more increases in one or more of his or her skills. This works largely the same as it does on dates, but there are some important added factors.

Every time your outing score rises into a new level (e.g., from Fun to Super), there's a chance

# GOING OUT: DATES, GROUPS, AND OUTINGS

that your Sim could gain one point in one or more of his or her skills. The chances of this happening are random, but the likelihood rises the more *total* skill points there are in the rest of the group. Thus a group of five Sims, each with 9 Creativity points, will offer a better chance of gaining a Creativity point than five Sims each with 7 Creativity. Because the odds rise with the total number of points in the group rather than the average, the number of Sims on the outing matters; the more Sims, the better the odds.

As a result, the odds of gaining skill points after outings are much better than after a date (which is only ever with one other Sim).

You can discover your companions' skill levels by using the Ask...What Are Your Skills? interaction.

## Surprise Gift

A good outing can nab you a very expensive present from a member of the group.



This works identically as it does after a date.

## Converting to a Date

If, as often happens, love begins to bloom on an outing, you can convert the outing with a group into a date with one of the group's members. Use the Ask...On Date interaction to make the transition, but be aware of the consequences.

If there is more than one playable Sim in the group, the outing will go on without the now-dating Sim. Thus, you'll be playing both a date and an outing simultaneously depending on which playable Sim is active.

If the Sim that switches to a date is the *last* playable Sim on the outing, the outing disbands immediately at its current score.

## Dining Out

There's nothing like a home-cooked meal, but when a Sim yearns to go out on the town, he or she wants to settle in at a nice restaurant to be served a professionally cooked meal. Now he or she can.

Restaurants can exist on any Community Lot and most lots in Downtown have at least a modest food service.

## Beginning the Dining Experience



The host podium is the start of the dining process.

To begin the dining experience, click on the host podium (or the NPC Host) and select "Be Seated" or "Be Seated at Counter."



### note

If any part of the restaurant system (e.g., tables, chairs, or the kitchen stove) is missing from the lot, the restaurant will be closed with an "under construction" sign on the door. Enter the lot in Build mode to add any missing objects.



The NPC Host will show you to your seats. If your Sim is part of a date or a group, every effort will be made to seat the group at the same table:

- ◆ If two Sims arrive at the lot together but aren't on a date or part of a group, only the Sim that requested the table will be seated.
- ◆ If two Sims are on a date, they'll be seated together, preferably side by side.
- ◆ If up to eight Sims arrive as a group and there is a large enough table, they'll be seated together.
- ◆ If any large group arrives and no one table will hold them, the party will be split into no more than two tables. If possible the Host will seat your Sim with the group members with whom he has the highest relationship.
- ◆ If the group is too large for two tables or there is no available seating, the Host will apologetically refuse to seat the group.

Sims don't have to sit at a table; the counter's open too.



If Sims ask to be seated at the counter, the Host attempts to seat them contiguously. If that's impossible, the group will be scattered but will still behave conversationally as if seated together. They will not, however, be able to do any counter interactions unless seated side by side.

## Relationship with the Staff

Building a strong relationship with restaurant Hosts and Servers can be extremely beneficial.

Because Hosts are so busy at the restaurant, the best time to socialize with them is away from work. Once met, they can be included in groups or invited over for more productive relationship building.



The Host has the power to deduct (or "comp") part or all of your Sim's meal. The chances of this and the percentage of the meal that can be comped increase with relationship with the Host.



### tip

There's no need to visit the restaurant to build relationship with Servers and Hosts. Once you meet them, invite them to your Sim's home, include them in groups and dates, and socialize with them in any way possible. With a sturdy relationship in place, your next visit to the same restaurant may be considerably cheaper.



Good relations with the Host also mean a warm greeting.

Relationship with a Server benefits you in a different way: avoidance of embarrassment. The better your relationship with a given Server, the lower the chances he or she will accidentally drop food on your Sim. Having a negative relationship with a Server heightens the chances of this indignity.

# GOING OUT: DATES, GROUPS, AND OUTINGS



## note

Each restaurant has a battery of regular Servers and Hosts, though there's no guarantee that any particular one be working when your Sim visits or serving your Sim's table. Thus, the more you visit, the more Servers and Hosts you can befriend and the better your chances of getting a comped meal.



Hostile Servers can get pretty clumsy around Sims they dislike.



## tip

Getting a comped meal is a positive Date Event, particularly impressing Fortune Aspiration and Outgoing Sims.

## Ordering



## note

Every Sim has a randomly assigned favorite food. This favorite is permanent and unchangeable and every Sim will order his or her favorite dish when left to his or her own devices. If your Sim orders his or her date's favorite food, that Sim will be very pleased, thus improving Date score. Pleasure Aspiration and Lazy Sims like this best of all, providing even higher boosts to Date score. Pay attention to your date's thought balloon as he or she reads the menu to see what his or her favorite food is.



Chat up the Server for a bit before ordering.

Once your Sim is seated, the NPC Server visits the table to take the order.



## tip

Unless your Sim is on a date and time is tight, hold off on ordering and let your Sim automatically converse with the Server before ordering. Building relationship with the Server reduces the chances of having food spilled on your Sim.

The Server stands at your Sims' table and awaits your order, conversing to fill the time. Once you're ready to order, click on the Server and select how you want to order. If the Server wanders away, click on him or her and choose "Order."

You have several options when ordering.

You may:

- ◆ Order for Me: Order any item on the menu for your Sim.
- ◆ Order for [Other Sim's Name]: You may order a specific meal for each other Sim in the group. Use this interaction to order a date's favorite food for some extra Date score points.
- ◆ Order for All: Order the same dish for everyone in the group.
- ◆ Chef's Choice: Every Sim in the group orders his or her favorite food. Does not count for ordering a favorite food on a date and won't earn Date points.



### note

If you wish to specify food for only some members of the party, order for those Sims by name, click on the Server, and select Done Ordering. The Server will bring the specified food as ordered and the favorite food of everyone else.

Especially if your Sim is on a date, it's a good idea to keep an eye on the date before ordering to see what his or her favorite food is. Once seated, he or she will flash a thought balloon of his or her favorite dish. Ordering a date's favorite food (rather than letting him or her do it) is a Date Event that can substantially improve Date score and make dining a fruitful dating activity. Because favorite foods are shown in pictures, it helps to know which represents which food:



Baked Alaska



Chili



Crepes



Filet Mignon



Fried Chicken



Hamburger



Layer Cake



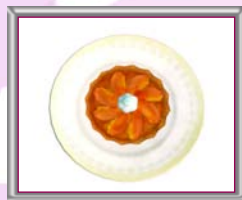
Lime Seared Prawns



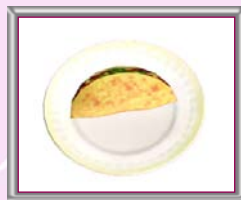
Lobster



Macaroni and Cheese



Nectarine Tartlette



Omelette



Pork Chops



Ribs



Salad



Salmon



Spaghetti and Meatballs



# GOING OUT: DATES, GROUPS, AND OUTINGS

Once everyone has finished their food, you can click on the Server to "Order." Group members may leave the table after the food is done but before the bill is paid; using Order again summons them back to the table.

## Cooking and Serving Food

Once ordering is complete, the Server promptly delivers the order to the NPC Chef. The Chef sets about preparing the meal (it takes the same amount of time no matter how much food is ordered) and the Server brings the finished tray back to the table.

## Eating Restaurant Food

When the food arrives at the table, Sims commence eating and conversing. Additionally, all table and/or booth socials are available while everyone is seated.



### note

During a date, using the nested table socials (e.g., Caress Hand, Blow Kiss, etc.) are very important to improving Date score while eating.

Sure, eating at a restaurant is expensive, but you get both Hunger and Fun satisfaction. Generally, the more expensive the food, the more Hunger and Fun it delivers. Appetizers and desserts tend to offer less Hunger satisfaction but more Fun than a similarly priced entrée.



### note

While eating, your Sim's Needs deplete more slowly than normal.

## Dining Socials



Sims chatter incessantly among themselves, especially at the dinner table.

While seated at a dining table or counter, Sims can engage in several new socials and an expanded Talk interaction. Dining interactions are highlighted in their respective social menus by a chair-shaped icon:

- ◆ Table talk: whenever Sims dine together (either at home or out), they now talk and eat more realistically and interactively.
- ◆ Caress Hands: A Flirt romantic social that increases relationship. Sims must be seated adjacently.
- ◆ Feed a Bite: A Flirt romantic social that requires the initiating Sim to have food in front of him or her. Sims must be seated adjacently.
- ◆ Steal a Bite: A Play romantic social that requires the target Sim have food in front of him or her. Sims must be seated adjacently.
- ◆ Toast: An Entertain interaction, initiated by clicking on the Sim to be toasted.
- ◆ Throw Food: A Play interaction that provides Fun and reduces Hygiene.
- ◆ Throw Drink in Face: An Irritate interaction that decreases relationship. Can invoke the furious state if relationship is low enough. (see Chapter 9). Sims must be seated adjacently or across from each other.
- ◆ Blow Kiss: A Kiss romantic interaction that increases relationship. Sims must be seated adjacently.
- ◆ Surprise Engagement: A Propose interaction done while seated at the table. Can increase relationship and make Sims engaged but,

if rejected, will cause a massive loss of Date points and end the date with a Horrible score.



Booth socials let your Sims really let loose with the public displays of affection.

If Sims are eating in a booth, they also have access to booth-based interactions (Love Talk, and Hot Smooch). These having nothing to do with dining per se, but will increase a Date or Outing score. If your Sims are dining, Love Talk and Hot Smooch appear as interactions on the menu. If, however, they're merely sitting in a dining booth, the Sims must first Cuddle before these interactions become available.

## Dining Disasters

During a meal, two untoward things can happen:



Snoooooore! A very tired Sim could humiliate him- or herself by falling asleep at the table.

◆ **Sim falls asleep:** If, during a meal, a Sim's Energy drops too low, there's a random chance he or she can fall asleep in his plate. It's embarrassing and will, with most Sims, cause a sizeable reduction in Date or Outing score (particularly if the other Sim is Mean or a Popularity Sim and less of if he's Nice or a Family Sim).

◆ **Waiter Drops Food:** There is always a random chance the Server will drop a tray of food on your Sim. The better your relationship with the Server, the less likely this is to happen. Conversely, the worse your relationship is, the more often it'll occur. Getting

food dumped on your Sim will seriously affect Date (though not Outing) score and any Mean Sims or children will applaud and laugh. How your Sim reacts depends on their Playful/Serious personality trait (Playful will laugh too, Serious will get angry).

The lesson: be nice to your Servers or else! As for Date score, this mishap affects Sloppy and Popularity Sims the least and Neat and Fortune Sims the most.



# GOING OUT: DATES, GROUPS, AND OUTINGS

## Finishing the Meal

When all Sims finish their food, the plates are cleared. At this point, the group will likely begin to leave the table. If you wish to continue dining, click on the Server and select "Order." This summons all group members back to the table and the Server comes to take another order.

If, on the other hand, you want to end the meal, you can pay for your meal...or not.

## Paying for a Meal

To pay for a meal, click on the Server, the Host, or the host podium and select Pay Bill. The amount of the bill will be deducted from your Sim's family funds.



Click on the Server, the Host, or the host podium to pay the bill.

If your Sim doesn't have enough money to cover the bill, her relationship with the Host and Server will be damaged (bad if you're trying to get a complimentary dinner in the future). This also severely reduces Date score. The cost of the meal will be added to your Sim's next delivery of household bills.

If you have a restaurant coupon in your inventory, you can use it for a bill of any amount at any restaurant in any neighborhood by choosing Use Coupon. The coupon is then removed from your Sim's inventory, the bill is paid, and no funds are deducted.

If you forget to settle up the bill and try to leave the lot, the Host delivers a stern lecture and the amount of the meal is deducted. Relationship with the Host and Server will be somewhat reduced and Date/Outing score will be slightly decreased.

## Skipping Out on Bill

Any time before the eating is complete, your Sim can skip out on the bill. If he or she can avoid capture for 45 seconds, he or she gets a free meal with no damage to relationship with the Host or Servers. Depending on the personality or Aspiration of your Sim's companions, there will be either a major increase or decrease in Date score (depending on whether your Sim's companion is Mean or Nice and whether he or she is a Fortune or a Family Sim).



Stay far away from the Host and you'll get away with it; he's very busy and has a very short memory.

To begin this scam, click on the host podium or the Host and select Skip Out on Bill.



## tip

For a head start, wait until the Host is on the telephone or seating a table before beginning the Skip Out on Bill.

Because Hosts can't give chase until their conversation is over, you'll get some extra time.





### tip

The Host doesn't respond to where your Sim is, but rather to where you tell your Sim to go. Thus, to avoid capture, target spots far way from your current location and change targets frequently to misdirect the Host.

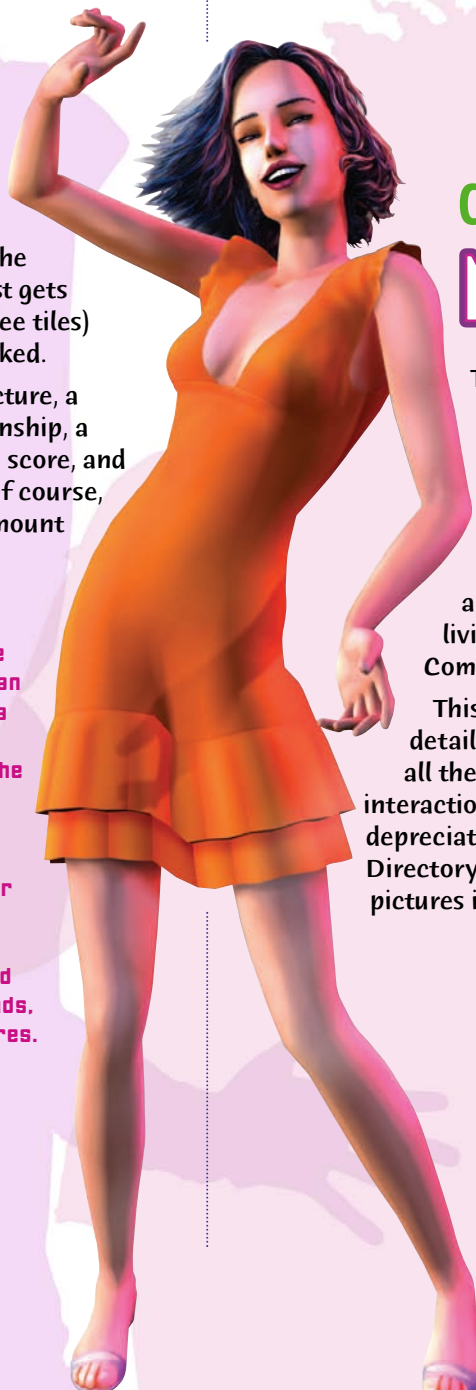
Stay away from the Host until the on-screen timer runs out. If the Host gets within reach of your Sim (within three tiles) before time runs out, your Sim's nicked.

Busted Sims get a very stern lecture, a massive drop in Host/Server relationship, a possibly large fall in Date or Outing score, and an extra penalty added to the bill. Of course, he or she also has to pony up the amount of the tab.



### tip

If your Sim is the opposite gender of the Host, you can slip into a bathroom with a gender-controlled door and wait out the skip out timer. For this to work, the bathroom must be large enough that the Host can't get too close to your Sim while standing at the door. If the Host can get within three tiles of your Sim, even through a wall or door, your Sim loses. Get your Sim as far away from any internal walls as possible and keep him or her occupied (washing hands, using toilet, etc.) until the timer expires.



## Chapter 6

# NEW OBJECTS

The new goodies and furnishings introduced in *The Sims 2 Nightlife* are geared toward making every lot a hipper, more happenin' pad. Update your Sims' décor or add new fun activities that are just as at home in a Sim's living room as on a busy Community Lot.

This chapter includes all the details, obvious and hidden, about all these new objects and their interactions. Find general details and depreciation information in the Object Directory, and the nitty-gritties and pictures in the Object Catalog.

## New Objects

## Object

## Directory

Object	Price and Depreciation				Needs							Skills							Function	Room Sort							Community Sort									
	Price	Initial Depreciation		Daily Depreciation	Depreciation Limit			Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity		Body	Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
"52 Pickup" Card Table	\$630	\$95	\$63	\$252	0	0	0	0	0	0	9	0																								
"A Stroke" by Alfred D'Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	0	10																								
American tableau table	\$425	\$64	\$43	\$70	0	0	0	0	0	0	0	0																								
An Anonymous Masterpiece	\$10	\$0	\$0	\$0	0	0	0	0	0	0	0	1																								
"B Stroke" by Alfred D'Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	0	10																								
BeanLite Compacto Wall Lamp by Ray Diant	\$210	\$32	\$21	\$64	0	0	0	0	0	0	0	1																								
BeanLite Extendo Wall Lamp by Ray Diant	\$225	\$34	\$23	\$90	0	0	0	0	0	0	0	1																								
"Belle Epoque" Tiffany wall lamp by Fritha Lighting Design	\$50	\$8	\$5	\$20	0	0	0	0	0	0	0	1																								
"Bigger is Better" Wall Mirror by Extend	\$450	\$87	\$58	\$232	0	0	0	0	0	0	0	3					X																			
Bit O' This and That	\$150	\$22	\$15	\$60	0	0	0	0	0	0	0	1																								
Bust of Njopoda	\$3,330	\$0	\$0	\$0	0	0	0	0	0	0	0	10																								
"C Stroke" by Alfred D'Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	0	10																								
Cantakerous Shalters	\$2,750	\$0	\$0	\$0	0	0	0	0	0	0	0	10																								
"Castanage" Counter by Wood You Believe Furnishings	\$680	\$102	\$68	\$272	0	0	0	0	0	0	0	0																								
Chezz Gassed Incandescent Floor Tile	\$30	\$5	\$3	\$12	0	0	0	0	0	0	0	0																								
Chicletina "Ford" All purpose Counter	\$750	\$113	\$75	\$300	0	0	0	0	0	0	0	2																								
Children Safety Sign	\$70	\$0	\$0	\$0	0	0	0	0	0	0	0	1																								
Club Room Countertop	\$1	\$90	\$60	\$240	0	0	0	0	0	0	0	0																								
Clubside by Luminescent Projections	\$55	\$10	\$7	\$25	0	0	0	0	0	0	0	5																								
"Complison" Fragrance Display	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	0	4	9																								
"Concoro" Dining Chair by Ernesto Doloreso	\$850	\$128	\$85	\$340	0	7	0	0	0	0	0	2																								
Dancing Fend Jukebox	\$1,100	\$165	\$110	\$440	0	0	0	0	0	0	9	2																								
Deep Sleeper by Igor and Sons	\$1,500	\$225	\$150	\$600	0	1	0	0	0	7	0	0																								
"Diamonds Forever" Wall Light	\$500	\$75	\$50	\$200	0	0	0	0	0	0	0	2																								
Electrolance Sphere by Luminaire Unlimited	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	0	10	0																								
Everflow Plutonium Rod	\$75	\$25	\$18	\$70	0	0	0	0	0	0	0	1																								
Everflow Uranium Rod	\$70	\$25	\$17	\$68	0	0	0	0	0	0	0	1																								
Exclaim! Sign	\$71	\$0	\$0	\$0	0	0	0	0	0	0	0	1																								
Fat City Counters	\$530	\$85	\$53	\$252	0	0	0	0	0	0	0	0																								

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## NEW OBJECTS

Object  
Directory

Object	Price and Depreciation				Needs							Skills							Room Sort							Community Sort									
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food		
Directory	Forkless Accessories for the Kitchen	\$70	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative			X		X		X		X					X	X
	"Five Diamonds" Wall Light	\$130	\$20	\$13	\$52	0	0	0	0	0	0	1								Lighting			X		X		X		X				X		
	Floral Font	\$5,800	\$0	\$0	\$0	0	0	0	0	0	0	10								Decorative				X						X					
	Four Vegetables in repose	\$325	\$0	\$0	\$0	0	0	0	0	0	0	3								Decorative	X		X		X		X					X	X		
	"Bastromique" Restaurant Podium	\$200	\$30	\$20	\$80	0	0	0	0	0	0	0								Miscellaneous													X	X	
	Good Taste Dining Table	\$400	\$60	\$40	\$160	0	0	0	0	0	0	0								Surfaces			X		X				X		X		X	X	
	Great Taste Dining Table	\$810	\$122	\$81	\$324	0	0	0	0	0	0	2								Surfaces			X		X			X			X		X	X	
	"Grilled Cheese" by Renu Tumash	\$850	\$0	\$0	\$0	0	0	0	0	0	0	6								Decorative			X		X		X					X	X	X	
	Hanging Flower by Copur Ceramics	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1								Decorative			X		X			X					X		
	Hipster Barstool by Big Daddy	\$340	\$51	\$34	\$136	0	5	0	0	0	0	0								Comfort					X		X		X				X	X	
	Hipster Metal Chair by Big Daddy	\$350	\$53	\$35	\$140	0	4	0	0	0	0	1								Comfort			X				X		X				X	X	
	Hipster Mosaic in Pink	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1											X					X					X	X	
	Hunka 711 by Huang Motors	\$11,550	\$1,733	\$1,195	\$4,780	0	8	0	0	3	9	0								Miscellaneous				X					X				X	X	
	Impeccable Taste Dining Table	\$650	\$128	\$85	\$340	0	0	0	0	0	0	2								Surfaces			X					X					X	X	
	Jacaster's "Last Stand" Sectional Booth	\$300	\$45	\$30	\$120	0	8	0	0	2	0	0								Comfort			X						X				X	X	
	Juice On The Wall Sculpture	\$240	\$0	\$0	\$0	0	0	0	0	0	0	2								Decorative			X		X			X					X	X	
	"La Table" Long Dining Table	\$876	\$131	\$88	\$350	0	0	0	0	0	0	2								Surfaces			X					X					X	X	
	"La Table" Square Dining Table	\$710	\$107	\$71	\$284	0	0	0	0	0	0	1								Surfaces				X					X				X	X	
	Large Flower Arrangement	\$155	\$24	\$16	\$62	0	0	0	0	0	0	1								Decorative			X		X			X					X	X	
	"Lily Pads" by Myo Pia	\$625	\$0	\$0	\$0	0	0	0	0	0	0	5								Decorative			X		X			X					X	X	
Llama King Sign	\$70	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative			X		X			X					X	X		
Lunatic Light Disc	\$95	\$14	\$10	\$38	0	0	0	0	0	0	1								Lighting			X		X			X					X	X		
Marketing Print by Sept Ephia	\$330	\$0	\$0	\$0	0	0	0	0	0	0	3								Decorative			X		X			X					X	X		
Modart Nordero Mirror (1-panel)	\$660	\$87	\$58	\$232	0	0	0	0	0	0	3			X					Decorative						X	X	X					X	X		
Modart Nordero Mirror (3-panel)	\$560	\$87	\$58	\$232	0	0	0	0	0	0	3			X					Decorative					X	X	X						X	X		
Molded Sectional by Worldhold	\$150	\$23	\$15	\$60	0	6	0	0	1	0	0								Comfort					X								X			
"More Sleek" Dining Chair by Simpionics	\$550	\$98	\$65	\$260	0	6	0	0	0	0	1								Comfort			X						X					X		
Mr. Lumpy McFurniture	\$150	\$23	\$15	\$60	0	0	0	0	0	0	1								Lighting			X		X											
"Mr. Section" by Comfortude	\$255	\$38	\$26	\$102	0	8	0	0	2	0	0								Comfort					X		X		X					X		
"Mr. Section with Arms" by Comfortude	\$260	\$39	\$26	\$104	0	8	0	0	2	0	0								Comfort					X		X		X					X		
"Nature's Perfection" by E.L. Rhin	\$299	\$0	\$0	\$0	0	0	0	0	0	0	2								Decorative			X		X		X							X	X	

# Object

## Directory

Object	Price and Depreciation				Needs							Skills							Function	Room Sort							Community Sort							
Object	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food		
"That Place Over There" by Retina Bluri	\$550	\$0	\$0	\$0	0	0	0	0	0	0	4									Decorative	X	X		X		X		X	X			X		
The "Sometimes A Man Is An Island" Counter Island, by Fat City Counters	\$630	\$95	\$63	\$252	0	0	0	0	0	0	0									Surfaces												X		
The Forbidden Fruit Counter by Neonrix	\$590	\$89	\$59	\$236	0	0	0	0	0	0	0									Surfaces					X		X		X				X	
The Fun Spot Kids Rug	\$135	\$20	\$14	\$54	0	0	0	0	0	0	0									Decorative	X	X		X		X		X			X		X	
The Bobo-a-Bo-Bo Spotlight by Lumid	\$425	\$64	\$43	\$170	0	0	0	0	0	0	2									Lighting		X		X	X	X	X	X				X		
The Grey Woman of Simplicity	\$6,000	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	X		X					X	X		X		X	
"The Grease Stands Alone" Island Bar	\$1,780	\$277	\$185	\$740	0	0	0	0	0	3	0									Miscellaneous		X		X				X	X			X		
The Crowlayer 9000 Professional DJ Booth by Hoibears	\$2,750	\$413	\$275	\$1,100	0	0	0	0	0	10	3			X						Electronics								X						
The HotCorp Burning 8-R Series Fire Jet	\$325	\$49	\$33	\$130	0	0	0	0	0	0	2									Decorative			X							X				
The Inlaid Medallion	\$875	\$131	\$88	\$350	0	0	0	0	0	0	0									Decorative	X	X		X		X		X			X			
The Landmark by Hexavola	\$4,250	\$638	\$425	\$1,700	0	4	0	0	1	2	0									Miscellaneous			X											
The Dazz	\$1,850	\$277	\$185	\$740	0	0	0	0	0	3	0									Miscellaneous				X			X	X			X		X	
The Parallelcog by Signalcog	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1									Decorative								X						
The Prisma Roadball by Lumid	\$550	\$83	\$55	\$220	0	0	0	0	0	0	3									Lighting		X		X	X	X	X	X			X		X	
The Dube	\$340	\$51	\$34	\$136	0	0	0	0	0	0	0									Surfaces		X			X		X		X					
The Shadow Streamer	\$375	\$56	\$38	\$150	0	0	0	0	0	0	2									Lighting			X		X	X	X				X		X	
The Smoogo Mirima	\$550	\$143	\$95	\$380	0	1	0	0	0	2	0									Miscellaneous														
The Smord P328	\$2,250	\$338	\$225	\$900	0	1	0	0	0	4	0									Miscellaneous			X		X									
The Borrowful Schemas	\$450	\$0	\$0	\$0	0	0	0	0	0	0	4									Decorative		X		X				X	X		X		X	
The Sumptuous Brasserie Barstool	\$680	\$102	\$68	\$272	0	6	0	0	0	0	1									Comfort				X			X	X			X		X	
The Vomastoto Evasion	\$6,250	\$938	\$625	\$2,500	0	6	0	0	2	5	0									Miscellaneous			X				X	X						
"Thirsty" the bath mat	\$50	\$8	\$5	\$20	0	0	0	0	0	0	0									Decorative	X	X		X		X		X			X		X	
"Two Dogs and an Olive" by Mxt Hupp	\$2,900	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative		X		X		X		X			X		X	
Uber-Duper Deluxe Curves Ahead Sign	\$72	\$0	\$0	\$0	0	0	0	0	0	0	1									Decorative		X		X		X		X		X		X		
"Unbridled Brains" Oval Rug	\$350	\$53	\$35	\$140	0	0	0	0	0	0	0									Decorative	X	X		X		X		X			X		X	
Vintage Retro Classic Dining Table	\$235	\$35	\$24	\$102	0	0	0	0	0	0	0									Surfaces		X					X	X				X		X
"Wine" Dining Table	\$500	\$75	\$50	\$200	0	0	0	0	0	0	0									Surfaces			X				X	X			X		X	
VocPhonism Karaoke Machine	\$1,800	\$270	\$180	\$720	0	0	0	0	0	8	1				X					Electronics								X						

## Object Catalog

### Comfort

#### Dining Chairs



#### Jacuster's "Last Stand" Sectional Booth

- ◆ Price: \$300
- ◆ Need Effects: Comfort 8, Energy 2 (Nap)

Though you could use individual Jacusters as dining chairs, they're designed to do much more. They're actually the components of a restaurant-grade, intelligently connecting booth bench.

Place pieces next to each other and they link to form a continuous bench. Turn a piece at a right angle to an existing piece and it'll form a corner. Arrange these pieces with either exterior or interior corners.

There are a few limitations to what your Sims can do on a booth bench. They can't sit on the corner segments. Sims must sit adjacent to each other to perform any of the exclusively booth-based Cuddle interactions.



#### note

If Sims are sitting so as to block access to parts of a booth bench (i.e. two Sims at either booth opening with several seats around the corner between them), don't fret. Other Sims can magically "leapfrog" into those obstructed seats.



#### note

All booth interactions are marked with the gold dining chair icon.

#### Interactions:

- ◆ Cuddle: Sims snuggle close for a little romance but must be

sitting next to each other. Your Sims must be cuddling to do the other romantic booth socials.

- ◆ Love Talk: While cuddling, Sims whisper sweet nothings.
- ◆ Hot Smooch: Sims canoodle freely in the booth.



#### note

Connecting booth benches will connect with other pieces of the same kind regardless of their color or design. Thus, each part of the bench can be a different color as long as all pieces are the same object.



#### Hipster Metal Chair by Big Daddy

- ◆ Price: \$350
- ◆ Need Effects: Comfort 4, Environment 1



#### "More Sleeka" Dining Chair by Simponics

- ◆ Price: \$650
- ◆ Need Effects: Comfort 6, Environment 1



#### "Contorto" Dining Chair by Ernesto Doloroso

- ◆ Price: \$850
- ◆ Need Effects: Comfort 7, Environment 2

### Sofas and Loveseats



#### Molded Sectional by WorldMold

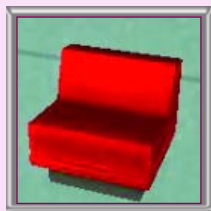
- ◆ Price: \$150
- ◆ Need Effects: Comfort 6 (Sit), Comfort 5 (Lounge), Energy 1 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 20 (Nap)



Unlike Jacuster's "Last Stand" Sectional Booth, these intelligently connecting booths can't be used as dining chairs and won't offer the special booth-based Cuddle interactions (Hot Smooch and Love Talk).

However, that doesn't decrease their utility or their utter coolness. They're just really flexible and smart connecting sofas.

### "Mr. Section" by Comfortitude

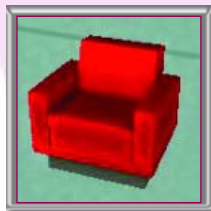


- ◆ Price: \$255
- ◆ Need Effects: Comfort 8 (Sit), Comfort 5 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 20 (Nap)

See Molded Sectional by WorldMold, above.

Mr. Section and Mr. Section with Arms can be interconnected. If an armed piece has pieces on both sides, it automatically converts to an unarmed Mr. Section piece.

### "Mr. Section with Arms" by Comfortitude



- ◆ Price: \$260
- ◆ Need Effects: Comfort 8 (Sit), Comfort 5 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 20 (Nap)

See Molded Sectional by WorldMold, above.

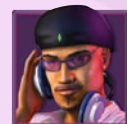
Mr. Section and Mr. Section with arms can be interconnected. If an armed piece has pieces on both sides, it automatically converts to an unarmed Mr. Section piece.

## Beds

### Deep Sleeper by Igor and Sons



- ◆ Price: \$1,500
- ◆ Need Effects: Comfort 1, Energy 7, Comfort -2 (Scared), Comfort -1 (Creeped), Fun 2 (Dare to Peek)



## note

With all other beds, when a sleeping Sim's Energy is fully restored, he or she will autonomously wake up. The coffin behaves differently when a vampire sleeps in it. Even after the vampire's Energy is restored, he or she won't awaken autonomously unless (and until) it's dark outside. At sunset, a vampire will autonomously awaken and exit the coffin unless Energy is not yet fully restored. Once the sun sets, the vampire will arise autonomously when fully rested.

### Interactions:

- ◆ Sleep: Non-vampire Sims can sleep in the coffin as a regular bed. Vampire Sims sleep in the coffin with a special spooky animation. While vampires are in the coffin, all Need decay freezes.
- ◆ Wake Up: Non-vampire Sim sleeping in coffin will rise just as from normal bed.
- ◆ Arise: Vampire will wake from sleep and get out of coffin regardless of time of day.
- ◆ Peek: If a vampire is sleeping in the coffin, another Sim can peek inside. As a result, the peeking Sim will be either creeped out and close the lid or the vampire will frighten the Sim before returning to sleep. Both cause a loss of Comfort, but being frightened is more severe and causes all the usual possible fright responses: run away, bladder failure, and (in rare instances when a Sim's Needs are very low) scared to death. If the peeking Sim is a vampire, he or she will always just be creeped out. Visitors will peek autonomously but playable Sims never will.

- ◆ **Dare to Peek:** A Sim can dare a second Sim to peek in the coffin. If the dared Sim is creeped out, both Sims get Fun. If the peeking Sim's bladder fails, the daring Sim gets lots of Fun and the dared Sim gets a bit to go with his or her loss of Hygiene. If the peeking Sim is scared to death, the daring Sim gets no Fun. See Chapter 7 for details on availability, acceptance, and relationship and social results.

## Miscellaneous



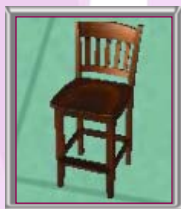
### Hipster Barstool by Big Daddy

- ◆ Price: \$340
- ◆ Need Effects: Comfort 5



### "Sleeka" Barstool by Simplonics

- ◆ Price: \$600
- ◆ Need Effects: Comfort 5, Environment 1



### The Sumptuous Brasserie Barstool

- ◆ Price: \$680
- ◆ Need Effects: Comfort 6, Environment 1

## Surfaces

### Counters

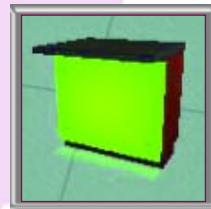
All kitchen island counters, old and new, now can intelligently turn corners. Note that islands can make interior corners only, not exterior, and they won't connect with normal counters. They will,

however, connect with matching island bars (found in the Miscellaneous/Party catalog).



### The Forbidden Fruit Counter by Neontrix

- ◆ Price: \$590



### "NeonServe" by Neontrix

- ◆ Price: \$590



### Fat City Counters

- ◆ Price: \$630



### The "Sometimes A Man Is An Island" Counter Island, by Fat City Counters

- ◆ Price: \$630



### "Castanoga" Counter by Wood You Believe Furnishings

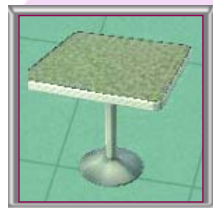
- ◆ Price: \$680



**Recherché Counter Island**

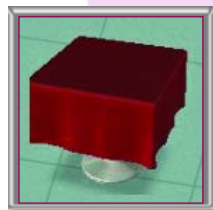
◆ Price: \$680

### Tables



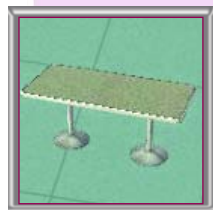
**Vintage Retro Classic Dining Table**

◆ Price: \$235



**Good Taste Dining Table**

◆ Price: \$400



**American Tableau Table**

◆ Price: \$425



**"Visivue" Dining Table**

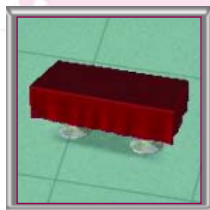
◆ Price: \$500



**"La Table" Square Dining Table**

◆ Price: \$710

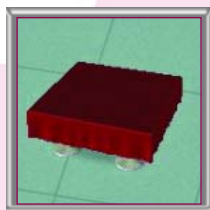
◆ Need Effects: Environment 1



**Great Taste Dining Table**

◆ Price: \$810

◆ Need Effects: Environment 2



**Impeccable Taste Dining Table**

◆ Price: \$850

◆ Need Effects: Environment 2

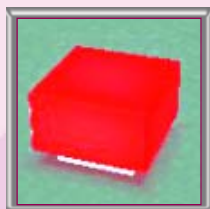


**"La Table" Long Dining Table**

◆ Price: \$876

◆ Need Effect: Environment 2

### Coffee Tables



**The Qube**

◆ Price: \$340



## Decorative

### Plants



#### Hanging Flower by Copur Ceramics

- ◆ Price: \$100
- ◆ Need Effects: Environment 1



#### Large Flower Arrangement

- ◆ Price: \$155
- ◆ Need Effects: Environment 1



#### Potted Ficus from Nature's Garden

- ◆ Price: \$320
- ◆ Need Effects: Environment 2



#### "Potted Plant in Spiral Elegance," an existential piece by Natural Pretzel

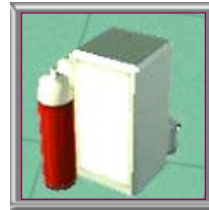
- ◆ Price: \$510
- ◆ Need Effects: Environment 3



#### Potted Palm

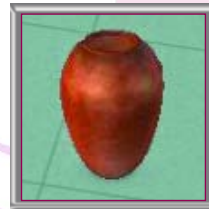
- ◆ Price: \$600
- ◆ Need Effects: Environment 3

### Sculptures



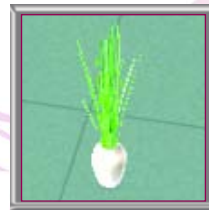
#### Bit O'This and That

- ◆ Price: \$150
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



#### Potted Potential

- ◆ Price: \$300
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



#### The Sorrowful Scions

- ◆ Price: \$450
- ◆ Need Effects: Fun 3 (View), Environment 4
- ◆ Need Max: Fun up to 95 (View)



#### Rackmaster 850 Bowling Ball Rack by Hurling Matters

- ◆ Price: \$2,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



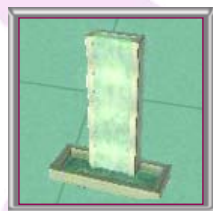
### note

This object is purely decorative and isn't required for a bowling alley to function.



#### Bust of Tylopora

- ◆ Price: \$3,130
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



### Florid Font

- ◆ Price: \$5,800
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)

#### Interactions:

- ◆ Add Soap: Sim adds detergent to fountain to make it sudsy.



### The Gray Woman of SimCity

- ◆ Price: \$6,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)

### Wall Hangings



### Feckless Accessories for the Kitchen

- ◆ Price: \$70
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### "Sims Must Wash Hands" Sign

- ◆ Price: \$70
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Llama Xing Sign

- ◆ Price: \$70
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Children Safety Sign

- ◆ Price: \$70
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



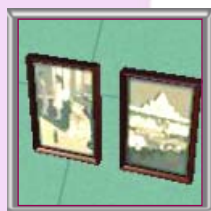
### Exclaim! Sign

- ◆ Price: \$71
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



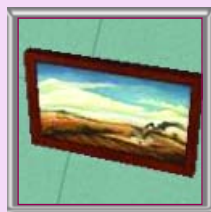
### Uber-Duper Deluxe Curves Ahead Sign

- ◆ Price: \$72
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### An Anonymous Masterpiece

- ◆ Price: \$110
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)

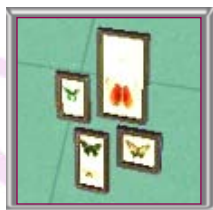


### Reprint Serial #S-COPU4

- ◆ Price: \$130
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)

**Route 66**

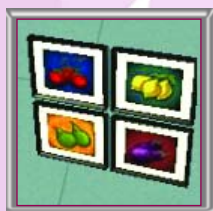
- ◆ Price: \$200
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)

**Spring Majesty**

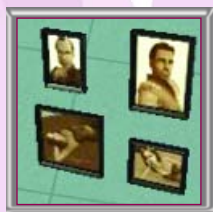
- ◆ Price: \$291
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)

**"Nature's Perfection"  
by E.Z. Phun**

- ◆ Price: \$299
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)

**Four Vegetables in repose**

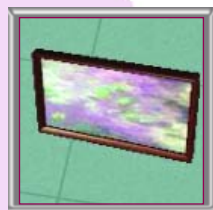
- ◆ Price: \$325
- ◆ Need Effects: Fun 3 (View), Environment 3
- ◆ Need Max: Fun up to 95 (View)

**Marketing Print by Seph Epia**

- ◆ Price: \$330
- ◆ Need Effects: Fun 3 (View), Environment 3
- ◆ Need Max: Fun up to 95 (View)

**"That Place Over There"  
by Retina Bluri**

- ◆ Price: \$550
- ◆ Need Effects: Fun 3 (View), Environment 4
- ◆ Need Max: Fun up to 95 (View)

**"Lily Pads" by Myo Pia**

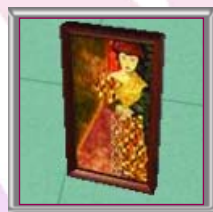
- ◆ Price: \$625
- ◆ Need Effects: Fun 3 (View), Environment 5
- ◆ Need Max: Fun up to 95 (View)

**"Pineapple" by Lynn D'Saye**

- ◆ Price: \$850
- ◆ Need Effects: Fun 3 (View), Environment 6
- ◆ Need Max: Fun up to 95 (View)

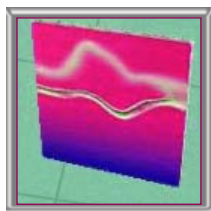
**"Grilled Cheese" by Renu Tumush**

- ◆ Price: \$850
- ◆ Need Effects: Fun 3 (View), Environment 6
- ◆ Need Max: Fun up to 95 (View)

**"Sent to My Room Without  
Dinner" by Picts Elle**

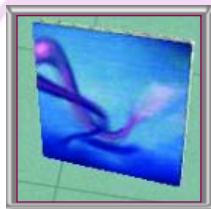
- ◆ Price: \$900
- ◆ Need Effects: Fun 3 (View), Environment 6
- ◆ Need Max: Fun up to 95 (View)





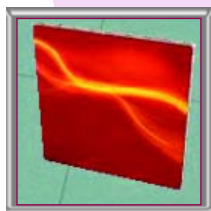
#### "A Stroke" by Alfred D'Simvo

- ◆ Price: \$1,700
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



#### "B Stroke" by Alfred D'Simvo

- ◆ Price: \$1,700
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



#### "C Stroke" by Alfred D'Simvo

- ◆ Price: \$1,700
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



#### Cantankerous Splatters

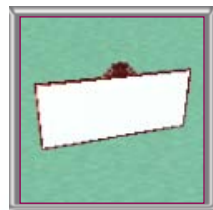
- ◆ Price: \$2,750
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



#### "Two Dogs and an Olive" by Mixt Hupp

- ◆ Price: \$2,900
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)

## Mirrors



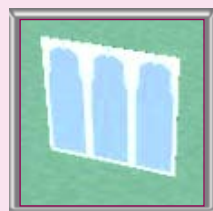
#### "Bigger is Better" Wall Mirror by ExPanda

- ◆ Price: \$450
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 3
- ◆ Need Max: Hygiene up to 80 (Gussy Up)



#### Modart Noudeco Mirror (1-panel)

- ◆ Price: \$660
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 3
- ◆ Need Max: Hygiene up to 80 (Gussy Up)

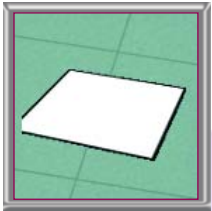


#### Modart Noudeco Mirror (3-panel)

- ◆ Price: \$660
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 3
- ◆ Need Max: Hygiene up to 80 (Gussy Up)

## Rugs

Rugs are a new category of decorative objects. They're placed, not surprisingly, on the floor and can be walked upon and have objects placed on them.

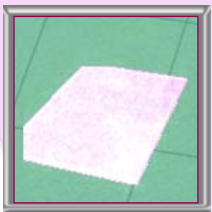


### Chazz Gassed Incandescent Floor Tile

◆ Price: \$30

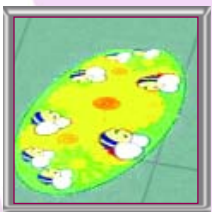
These special dance floor tiles have several features not present in other rugs. Floor tiles can be configured like the ClubCube (see below) and settings apply to all floor tiles lot-wide. Floor tile settings will not affect ClubCubes on the lot. Configuration has three parts:

- ◆ Random Timing: Normally, lights change in a fixed order but this can be altered to change randomly. This control turns random timing on and off.
- ◆ Block Fading: When turned on, lights will fade on and off rather than changing cleanly.
- ◆ Set Mode: Ten different settings each represent distinct color combinations for floor tiles.



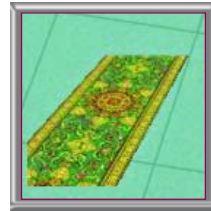
### "Thirsty" the bath mat

◆ Price: \$50



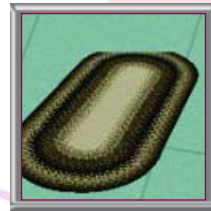
### The Fun Spot Kids Rug

◆ Price: \$135



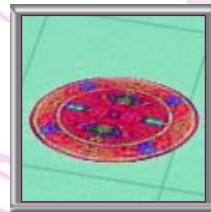
### Recherche Floor Runner

◆ Price: \$325



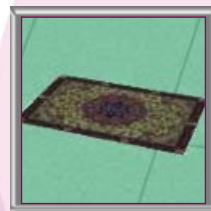
### "Unbridled Braids" Oval Rug

◆ Price: \$350



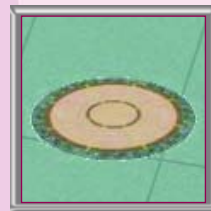
### Recalling Rug

◆ Price: \$500



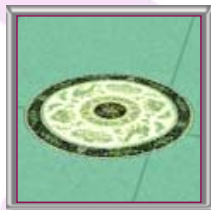
### Sung-Gyu Sunburst Oriental Rug

◆ Price: \$800



### The Inlaid Medallion

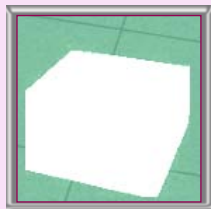
◆ Price: \$875



### Recalling Rug 3x3

- ◆ Price: \$1,000

## Miscellaneous



### ClubCube by Luminescent Projections

- ◆ Price: \$65
- ◆ Need Effects: Environment 5

The ClubCube is a programmable decorative object that can be personalized with different color combinations and light patterns. For full details, see "Chazz Gassed Incandescent Floor Tile," above.



### Juice on the Wall Sculpture

- ◆ Price: \$240
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



### The HottCorp Burning 8-R Series Fire Jet

- ◆ Price: \$325
- ◆ Need Effects: Environment 2, Fun (Roast Marshmallows)



## note

Fire jets will start fires and burn Sims nearby, so locate them away from flammable objects and, if possible, physically isolate them with fences or other obstacles.

## Interactions:

- ◆ Turn On/Turn Off: Switches fire jets on or off. If you stagger a bunch of fire jets, they'll continue to fire in the order in which you turned them on.
- ◆ Roast Marshmallow: Satisfies Fun. Cooking skill dictates whether Sim's marshmallow ignites.

## Plumbing

### Sinks



### Shinytyme Kitchen Sink by Gurglomics

- ◆ Price: \$300
- ◆ Type: Countertop
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)

- ◆ Need Effects: Hygiene 5 (Wash), Hygiene 6 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)

## Electronics

### TVs and Computers



### SwingarmCo 27" Multivid V Television

- ◆ Price: \$750
- ◆ Skill: Cooking (Watch Yummy Channel), Body (Work Out), Mechanical (Repair)

- ◆ Need Effects: Fun 7 (varies by Sim's reaction to the channel); Energy -3, Comfort -3, Hygiene -7, (Work Out); Environment 3
- ◆ Need Max: Depends on Sim's reaction to channel

This wall-mounted TV contains all standard TV features.



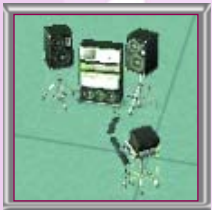
## Audio

**Dancing Fiend Jukebox**

- ◆ Price: \$1,100
- ◆ Skill: Body (Work Out)
- ◆ Need Effects: Fun 9 (Dance Together); Fun 5 (Dance Solo); Fun 3 (Listen to Music—in Bed); Energy -3, Comfort 3, Hygiene -7, (Work Out); Environment 2
- ◆ Need Max: Fun up to 55 (Dance Solo) or 65 (Dance Together) or 60 (Listen to Music).

**Standard stereo features.**

All stereos now feature a new interaction: **Dance Smustle**. The smustle is a wildly popular group dance that Sims can begin on any audio device or on any Sim already doing the smustle. Every Sim that joins the smustle synchronizes with all other Sims doing the smustle. How well they dance and how many mistakes they make is tied directly to the Sim's hidden dancing skills.

**VocoPhonicSim Karaoke Machine**

- ◆ Price: \$1,800
- ◆ Skill: Creativity (Sing Solo or Sing With...)
- ◆ Need Effects: Fun 8, Environment 1, Social (Duet)

**Interactions:**

- ◆ Sing: Sim takes to the microphone to belt out a tune. The song is chosen at random and the singing quality is tied to your Sim's Creativity skill. On a home lot it builds Creativity. Children can only perform solo.
- ◆ Sing With...: Choose a Sim to sing with and he or she will either accept or reject based on Mood, Daily, and Lifetime Relationship, Outgoing/Shy, and Nice/Grouchy (see Chapter 7 for full details). Both Sims get Fun and, if on a home lot, build Creativity. Quality

of singing is tied to each Sim's Creativity skill. On dates, singing a duet is a Date Event that appeals especially to Playful and Romance Sims and less so to Serious and Knowledge Sims.

- ◆ Dance: Click on the machine when a Sim is singing and Sim dances to the music. Gives Fun and, if other Sims Dance Together, Social.
- ◆ Watch: Gives Fun and, if more than one Sim is watching, Social. Sims may boo or cheer based on Daily Relationship and singer's Creativity.

**The GrooveLayer 9000 Professional DJ Booth by HotBeats**

- ◆ Price: \$2,750
- ◆ Skill: Creativity (Be the DJ)
- ◆ Need Effects: Fun 10, Environment 3
- ◆ Need Max: Energy -50 (Be the DJ)

**Interactions:**

- ◆ Dance Solo: Sim dances solo as with any audio object.
- ◆ Dance Smustle: Sim begins dancing smustle wherever they are on the lot. Other Sims can click on your smustling Sim and join the smustle. Likewise, you can click on other Sims to join with your Sim.
- ◆ Work as the DJ!: Take over for the DJ on a Community Lot; your Sim works the booth and DJ wanders the lot as fully sociable NPC. Performance is tied to your Sim's Creativity skill. While manning the booth, your Sim earns simoleans.
- ◆ Be the DJ: At home, your Sim can work the DJ booth. He or she won't earn money but he or she will build Creativity skill.
- ◆ Change Style: While your Sim is working the booth, the style of music can be altered to fast, medium, slow, or House Mix. House Mix pulls MP3s out of your computer's Music folder.
- ◆ Request...: Changes the style of music to fast, medium, slow, or House Mix.

### Lighting

#### Table Lamps



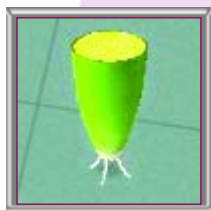
**Romantic Romance by Elle and Eey**

- ◆ Price: \$100
- ◆ Need Effects: Environment I



**"Squintimacy" Votive table lamp by Dimview and Co.**

- ◆ Price: \$110
- ◆ Need Effects: Environment I



**Mr. Lampy McFourlegs**

- ◆ Price: \$150
- ◆ Need Effects: Environment I

#### Wall Lamps



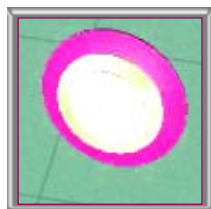
#### note

In *The Sims 2 Nightlife*, the Neon Flamingo has been moved from the Decorative/Wall Hangings menu to the Wall Lamps menu.



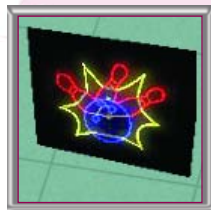
**"Belle Epoque" Tiffany wall lamp by Frufru Lighting Design**

- ◆ Price: \$50
- ◆ Need Effects: Environment I



**Lunatech Light Disc**

- ◆ Price: \$95
- ◆ Need Effects: Environment I



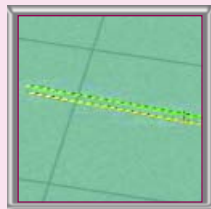
**One Pin, Two Pin**

- ◆ Price: \$125
- ◆ Need Effects: Environment I



**"Five Diamonds" Wall Light**

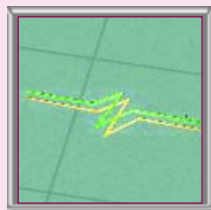
- ◆ Price: \$130
- ◆ Need Effects: Environment I



**EverGlow Uranium Rod**

- ◆ Price: \$170
- ◆ Need Effects: Environment I

Connects with other EverGlow Uranium and Plutonium Rods.



**EverGlow Plutonium Rod**

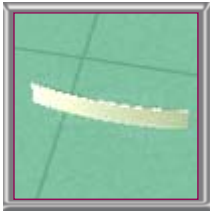
- ◆ Price: \$175
- ◆ Need Effects: Environment I

Connects with other EverGlow Plutonium and Uranium Rods.



**BeamOLite Compacto Wall Lamp by Ray Diant**

- ◆ Price: \$210
- ◆ Need Effects: Environment I



### BeamOLite Extendo Wall Lamp by Ray Diant

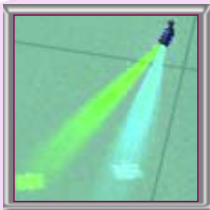
- ◆ Price: \$225
- ◆ Need Effects: Environment 1



### "Diamonds Forever" Wall Light

- ◆ Price: \$500
- ◆ Need Effects: Environment 2

## Hanging Lamps



### The Shadow Streamer

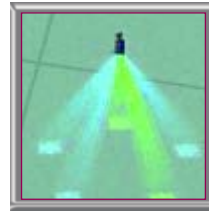
- ◆ Price: \$375
- ◆ Need Effects: Environment 2

The Shadow Streamer and the Gobo-a-Go-Go Spotlighter (below) are programmable club lights that come in a variety of colors. They can be programmed and manipulated in several ways. First, you can designate which and how many of the lights patterns it will do with the Toggle Animation interaction. Experiment setting several of these lights for different patterns to create just the scene you want for your club. Second, you can stagger when individual lights in a group activate so that they don't flash in unison.



## note

Whenever you load a lot, all these lights are switched on simultaneously and, therefore, flashing in unison. If you're staging a movie or just want to create a particular mood, turn off the lights and switch them on in turn to create a staggered effect.



### The Gobo-a-Go-Go Spotlighter by LumiO

- ◆ Price: \$425
- ◆ Need Effects: Environment 2

See "The Shadow Streamer," above.



### The Prismo RotoBall by LumiO

- ◆ Price: \$550
- ◆ Need Effects: Environment 3

## Hobbies

### Exercise



### ElectroDance Sphere by LimIntense Unlimited

- ◆ Price: \$3,500
- ◆ Skill: Body (Spin), Mechanical (Repair)
- ◆ Need Effects: Fun 10 (Spin), Fun 8 (Watch), Social (Watch), Social (Be Watched)

### Interactions:

- ◆ Spin: Sim takes the sphere for a spin at your choice of difficulty: easy, medium, and hard. Builds Body skill on home lots. The higher the difficulty, the faster the sphere will spin. The chance of getting ejected from the machine is a function of Body skill versus the level selected (a Body 1 will likely get ejected on medium and high and even on low, while a Body 10 will only occasionally get ejected on high and almost never on medium or low). After spinning, there's a random chance the Sim will throw up; the chance is higher if he or she is ejected. Performance in the sphere is a Date Event that impacts the date in proportion to the speed. Date score is reduced if the Sim is thrown from



the machine (the higher the speed, the greater the loss) and also for throwing up.

- ◆ **Watch:** Sims will watch another Sim in the dance sphere and get Fun and Social (if other Sims are watching too). The spinning Sim also gets Social if others are watching and changes in Daily Relationship with any Sims who boo or cheer. Whether a spectator will cheer depends on whether he or she likes the spinning Sim as well as his or her personality. Primarily, however, booing and cheering depends on a comparison of the spinning Sim's Body skill and the speed of the sphere. A Sim spinning at a speed above his or her Body skill is more likely to be cheered, while a Sim spinning at below his or her Body skill is more likely to be booed. Being booed or cheered is a Date Event, so spectators can add another dimension to the date scoring potential of using the dance sphere.



### note

**Strange things can happen in the dance sphere; it doesn't seem to be entirely of this world. There is a very slim chance**

**that Sims who've previously been abducted by aliens will unexpectedly disappear while using the dance sphere. After two hours, they rematerialize just as mysteriously. The more times a Sim has been abducted, the more likely he or she will be to undergo this curiosity.**

## Recreation



### "52 Pickup" Card Table

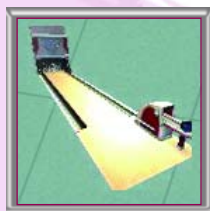
- ◆ Price: \$630
- ◆ Need Effects: Fun 9 (Play), Fun 4 (Watch), Social (Play and Watch)

#### Interactions:

- ◆ **Play:** Sitting at the table, even alone, requires a \$100 buy-in. If the Sim sits alone, he or she will play with the cards and the chips for Fun and get his or her \$100 back when he or she disengages. If another Sim joins, the game begins. Sims ante \$10 and bet \$10 per betting round, gaining Social and Fun as

they play. Players can fold before a game is complete. At the end of a game, a Sim collects his or her winnings and a new game begins. Players stay at the table even if their Fun is maxed out. When a player leaves the table, his or her chips are converted into simoleans and added to his or her family funds.

- ◆ **Watch:** Sims watch the Sims playing at the table and cheer or boo based on Daily Relationships with the players. Booing decreases Daily Relationship and cheering increases it.



### "Pinmaster 300" Bowling Alley by Hurling Fun Products, Inc.

- ◆ Price: \$5,500
- ◆ Skill: Body
- ◆ Need Effects: Fun 10, Social

#### Interactions:

- ◆ **Play:** Builds Body skill on home lots. A Sim playing alone will practice, receiving Fun and autonomously exiting when Fun is full. If, however, another Sim joins, the practice round becomes an actual game with Sims taking turns for a full 10-frame game. Sims exit when the game is complete. How well a Sim bowls is dictated by his or her Body skill. Up to four Sims can play together with everyone receiving both Fun and Social.
- ◆ **Join:** Sims can join a game that doesn't already have four Sims. If only one Sim is playing, a game begins. If more than one Sim is already playing, the new Sim joins the game in progress.

## Miscellaneous

### Party

All island bars are functionally identical to the Way Fluid Island Bar in that they spawn an NPC Bartender when placed on a Community Lot and they connect with matching island counters. When on a home lot, they function just like normal juice bars (e.g., Bachman Busbar).

**note**

The previously Community Lot-only Way Fluid Island Bar from the *The Sims 2 University* expansion pack is now available for home lots under the Miscellaneous Party catalog.

**"The Grease Stands Alone" Island Bar**

- ◆ Price: \$1,780
- ◆ Need Effects: Fun 3
- ◆ Need Max: Fun up to 50 (Juggle) or 80 (Make Drinks) or 50 (Consume Drinks) or 70–90 (Drink from Bottle, depends on Playful/Serious)

**note**

If you place identical bars side by side, they'll connect.

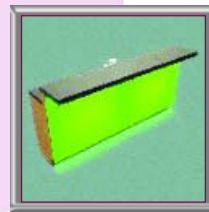
**Interactions:**

- ◆ Order Drink: Community Lot only. Order a Blended (\$15) or Poured (\$10) drink from NPC Bartender. Drinking satisfies Fun.
- ◆ Tend Bar: Community Lot only. Young adult or older can replace the NPC Bartender at the machine and serve any Sims who order drinks. Earn simoleans for time spent working job, awarded when you cancel interaction.
- ◆ Drink from Bottle: Home lot only. Satisfies Hunger and Fun. Playful Sims get a higher maximum Fun than Serious.
- ◆ Make a Drink: Home lot only. Satisfies Fun. Prepares single drink.
- ◆ Make Drinks: Home lot only. Prepares multiple drinks.
- ◆ Juggle Tumblers: Home lot only. Satisfies Fun.
- ◆ Join: Home lot only. Join Juggling. Satisfies Fun.

**The Oasis**

- ◆ Price: \$1,850
- ◆ Need Effects: Fun 3
- ◆ Need Max: Fun up to 50 (Juggle) or 80 (Make Drinks) or 50 (Consume Drinks) or 70–90 (Drink from Bottle, depends on Playful/Serious)

See "The Grease Stands Alone" Island Bar, above.

**"NeonBar" by Neontrix**

- ◆ Price: \$2,100
- ◆ Need Effects: Fun 3
- ◆ Need Max: Fun up to 50 (Juggle) or 80 (Make Drinks) or 50 (Consume Drinks) or 70–90 (Drink from Bottle, depends on Playful/Serious)

See "The Grease Stands Alone" Island Bar, above.

**Cars**

Cars are a new category of objects that set your Sims free of the tyranny of carpools, school buses, and taxis.

Cars require a place to park. At the very least, there must be one main driveway piece for a single car. If the household has multiple cars, there must be at least a main piece per car or a main piece for one car and an extender piece for each additional car. If cars are blocking each other in the driveway, they magically teleport around to the street.

One of the great strategic advantages of a car is that Sims can leave for work or school whenever they please. Not only can they wait to leave until minutes before their shift begins, as they always could with the carpool, but they can even go in late. There is no penalty for being up to

one hour late. Beyond that, however, and the tardiness counts as an absence for job performance and grading purposes though the Sim still gets his or her day's pay. Three tardies and your Sim will be demoted at work.

A Sim with a car can travel to a Community Lot by clicking on the car rather than the telephone (as he or she would to get a taxi). Using a car to travel to Community Lots is faster as there's no time wasted waiting for the cab to come. You may also navigate to a neighboring Community Lot by clicking on it directly (if the Clickable Neighbors option is turned on). If your household has a car but no one in particular owns it, your selected Sim summons a cab. If, however, the car is owned by the active Sim when you clicked on the neighboring lot, he or she will automatically use the car.

All Sims cars have infinite capacity; any number of Sims can fit inside.

Sims can automatically drive as soon as they become teens and can even be the designated owner of a car.

#### Interactions:

- ◆ **Change Owner:** By default, a car is not owned by any one Sim. Making a Sim (teen or older) the owner, however, has several effects. When a car is assigned an owner, the carpool and/or school bus for that Sim will no longer come. Instead, the Sim automatically routes to the car as work time approaches. Naming an owner does not prevent other Sims using the car for any reason but they'll never use it autonomously. If another Sim has the car when the owner needs to go to work, the carpool shows up as normal so the owner can make it to work on time (as if the household didn't have a car at all). If the owner of the car is left at or restored to "Nobody," no Sim will use the car autonomously and must be directed to do so.
- ◆ **Drive to Community Lot:** A car can be used in lieu of a taxi to drive to Community Lots. Sims climb in and select Community Lots from their base neighborhood, downtowns, and universities.

- ◆ **Take a Spin:** A quick one-hour joyride satisfies Fun.
- ◆ **Drive to Work:** Appears within one hour of a job's start time and remains available until end of the Sim's shift. The interaction appears for all Sims regardless of who owns the car.
- ◆ **Take to School:** Drive a child or teen Sim to school. The driver returns shortly thereafter. Students return home on the bus.
- ◆ **Drive to School:** A teen can drive himself to school.
- ◆ **Carpool to Work With...:** If two or more Sims start work at the same time, you can choose to have all Sims drive to work together in the car. This will not happen autonomously; the Sim to whom the car does not belong will autonomously route to the carpool car instead. To get your Sims to travel together, cancel the carpool for the non-owners, then select Carpool to Work With... for each of the non-owner Sims. If Sims' jobs end at a different time than the car's owner, they'll return home in the normal carpool vehicle.
- ◆ **Carpool to School With...:** If there's more than one teen or a teen and one or more children in the household, any teen can drive all students to school. However, because high school and elementary school end at different times, the children will return home on the bus while the teens will return in the car.
- ◆ **Get Alarm Installed:** Car alarm prevents the car being stolen by the Burglar. Sim departs the lot for one hour to have the alarm installed and returns \$250 lighter. Thereafter, all Sims will turn off the alarm before getting in.
- ◆ **Sit in Vehicle:** Sim takes a seat in parked car. Required for availability of in-car interactions, below.
- ◆ **Turn Stereo On:** Must be sitting in vehicle. Turns on the car stereo.
- ◆ **Dance:** If the car's stereo is on, any nearby Sim can click on the vehicle and dance. The Sim in the car must first get out before he or she can boogie.
- ◆ **Turn Lights On:** Must be sitting in vehicle. Turns car lights on.
- ◆ **Kiss:** Two Sims only must be sitting in vehicle. Standard Kiss interaction.
- ◆ **Make Out:** Two Sims only must be sitting in vehicle. Standard Kiss interaction.
- ◆ **WooHoo:** Two Sims only must be sitting in vehicle. Standard



WooHoo interaction. If done while the car is on a Community Lot, this counts as a public WooHoo.

- ◆ Try for Baby: Two Sims only must be sitting in vehicle. Standard Try for Baby interaction.
- ◆ Ask to Get Out: Specify a Sim to remove from the car.



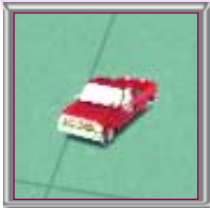
### note

Parking the car in a garage and putting a household alarm on the garage has a similar, but less comprehensive, effect as installing an alarm in the car itself. Because a room alarm and a car alarm both cost \$250, it'll save multi-car families some money to build a multi-car garage and put one alarm on it instead of on individual cars. However, room-based burglar alarms provide only partial protection against theft, while the car alarm renders a vehicle 100 percent unstealable.



### The Smoogo Minima

- ◆ Price: \$950
- ◆ Need Effects: Comfort 1 (Sit In) and Fun 2 (Take a Spin)



### The Smord P328

- ◆ Price: \$2,250
- ◆ Need Effects: Comfort 1 (Sit In) and Fun 4 (Take a Spin)



### The Landwhale by Heaveola

- ◆ Price: \$4,250
- ◆ Need Effects: Comfort 4, Energy 1 (Sit In) and Fun 2 (Take a Spin)



### The Yomoshoto Evasion

- ◆ Price: \$6,250
- ◆ Need Effects: Comfort 6, Energy 2 (Sit In), and Fun 5 (Take a Spin)



### Hunka 711 by Hwang Motors

- ◆ Price: \$11,950
- ◆ Need Effects: Comfort 8, Energy 3 (Sit In), and Fun 9 (Take a Spin)

## Miscellaneous



### "Sit 'n'Grin" Photo Booth from iBurn Commercial Imagery

- ◆ Price: \$1,300
- ◆ Need Effects: Fun 9



### note

During a date, having a picture taken together on a date is a (for most Sims) positive Date Event. For Shy Sims, however, it's actually a negative Date Event.

#### Interactions:

- ◆ Get In: Sim gets in photo booth.
- ◆ Join: If one Sim is in the booth, another playable Sim can click on the booth to share it. Alternately, the playable Sim can click on any other Sim to join him or her in the booth. The other Sim will accept based on Daily and Lifetime Relationship (at least 0 and -100, respectively); acceptance or rejection will impact the Sims' relationship.
- ◆ Take Picture: For \$10 your Sims can take a picture in one of three poses: normal, goofy, and romantic (if there are two Sims inside with at least a crush or love relationship). The Sims gain

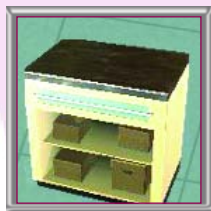
Fun. If two Sims get their picture taken, both gain more Fun per Sim. If a Sim is shy, he or she gets no Fun from taking a picture. The picture emerges from the booth and the Sim deposits it in his or her inventory. The picture can be placed on a table or wall on your Sim's lot. If there's a single Sim in the booth, and he or she is a vampire, the normal pictures will be special vampire poses.

- ◆ **WooHoo/Try for Baby:** Two romantically involved young adult or older Sims in a photo booth with sufficient relationship can attempt these intimate social interactions (just as in a clothing booth). These count as public WooHoos for those Sims who crave such public displays. If Mrs. Crumplebottom is in the room, she'll wait for your Sims to emerge and deliver an epic tirade.

## Community Lot-Only Objects

Many of the objects cataloged above are also available for designing your Community Lots. Some, however, are exclusive to these non-residential destinations.

### Surfaces



#### Chiclettina "Fjord" All purpose Counter

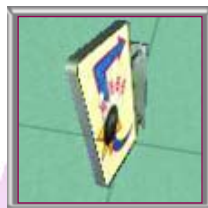
- ◆ Price: \$750
- ◆ Need Effects: Environment 2

### Decorative



#### Signs of Elliptical Joy by Alexandra Workman

- ◆ Price: \$100
- ◆ Need Effects: Environment 1



#### The Parallelosign by Signalellocrop

- ◆ Price: \$100
- ◆ Need Effects: Environment 1



#### Restaruant Sign by Upturned Nose

- ◆ Price: \$100
- ◆ Need Effects: Environment 10

### Electronics

#### Neukum Systems Wall Speakers



- ◆ Price: \$400
- ◆ Need Effects: Fun 2

These commercial grade speakers produce one kind of music and don't have to be connected to a stereo. They are color-coded to the precise musical genre:

- ◆ Checkerboard: Neukum Systems "Hep Cat" 50s Rock Wall Speaker
- ◆ Wood Grain: Neukum Systems "Isorhythm" Classical Wall Speaker

### Miscellaneous



#### Tempest Cooktop from Cuas

- ◆ Price: \$2,500
- ◆ Need Effects: Hunger 10

This stove is designed for restaurant use only. This stove spawns the NPC Cook who prepares meals in Community Lot restaurants; without this object, a restaurant will not function.



### "Gastronomique" Restaurant Podium

◆ Price: \$200

This podium is designed for restaurant use only. It spawns both the NPC Host and Server who seat and serve food (respectively) in Community Lot restaurants; without this object, a restaurant will not function.

#### Interactions:

- ◆ Be Seated: Begins the restaurant experience by having Host take your Sim to a table.
- ◆ Skip Out on Bill: Sims can get a free meal if they can stay away from the Host for 45 seconds. If successful, this gives Fun. Only available before meal is done.
- ◆ Pay Bill/Use Coupon: When meal is done, end the dining experience by paying for the dinner or (if your Sim has one in his or her inventory) using a coupon.
- ◆ Give Up Seat: If your Sims haven't ordered, they can end the dining experience with no cost by giving up their seats.



### "Compulsion" Fragrance Display

◆ Price: \$3,500

◆ Need Effects: Fun 4, Environment 9

This countertop rack sells the potentially Turn On/Turn Off-inspiring Compulsion unisex cologne in quantities of 1, 3, 5, and 10 bottles at \$125 per bottle.

Once purchased, the cologne bottles go into your Sim's inventory. They can be held there or placed on the ground for others to pick up and put in their inventory.

To apply Compulsion, click on your Sim and select Use Cologne. The scent adheres to your Sim for 180 minutes but can be removed sooner by a shower, bath, or sponge bath or swimming in a pool.



### note

The effect of the cologne is represented by the flowers floating around your Sim wherever he or she goes.

Why would your Sim want to wear cologne? Some Sims find cologne to be a Turn On and will be more attracted to Sims wearing it. If you want your Sim to be more attractive to such a Sim, apply some cologne watch your Sim become even more appealing. Note, however, that a Sim could also have cologne as his or her Turn Off, significantly reducing the attractiveness of any Sim who he or she thinks stinks.

Cologne should, therefore, be used strategically only in response to a Sim with a known cologne Turn On.



### tip

Discover a Sim's Turn Ons and Turn Off with the Ask...What Turns You On/Off socials.

Because the effect of cologne is temporary, your goal should be to use the fleeting boosted attractiveness to build up the relationship with the Sim you want your Sim to woo. Once the relationship is strong, Attraction no longer matters strategically, so wearing more cologne won't help matters.

## Aspiration Reward Objects

Aspiration reward objects are detailed in Chapter 3.



## Chapter 7

# New Socials

Prowling around town at night is all about socializing. Dating, outings, bowling, playing cards, eating at restaurants: they're all about interacting with more Sims more often and more intensely. That's why *The Sims 2 Nightlife* introduces several

### Social Interaction Directory

INTERACTION	MENU	AVAILABILITY DAILY A TO B ABOVE	AVAILABILITY DAILY A TO B BELOW	AND/OR	AVAILABILITY LIFETIME A TO B ABOVE	AVAILABILITY LIFETIME A TO B BELOW	CRUSH	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
About Grilled Cheese	Talk	-100	100	And	-100	100	—	—	—	Yes
About Interests	Ask	-10	100	And	0	100	Not allowed	Not allowed	—	Yes
Apologize	Appreciate	-100	100	And	-100	100	—	—	—	Yes
Back to My Place?	Ask	55	100	And	30	100	Not allowed	Not allowed	—	Yes
Bad Mouth	Talk	0	100	And	0	100	—	—	—	Yes
Bite Neck	Vampire	40	100	And	30	100	—	—	—	Yes
Blow Kiss	Dining	25	100	And	15	100	Sets	Sets	—	Yes
Caress Hands	Dining	55	100	And	30	100	Sets	Sets	Nice	Yes
Cuddle	Booth	35	100	And	25	100	Sets	Sets	—	Yes
Dance Close	Slow Dance	20	100	And	20	100	—	—	—	Yes
Dare to Peek	Coffin	-100	100	And	-100	100	—	—	Outgoing	Yes
Do You Like What You See?	Ask	-100	100	And	-100	100	Not allowed	Not allowed	—	Yes
Feed a Bite	Dining	35	100	Or	25	100	Sets	Sets	—	Yes
Hand	Kiss	30	100	And	15	100	Sets	Sets	Playful	Yes
Head On Shoulders	Slow Dance	30	100	And	20	100	Sets	Sets	—	Yes
Hot Smooch	Booth	60	100	And	45	100	Required	Sets	—	Yes
How Much Money Do You Have?	Ask	25	100	And	15	100	Not allowed	Not allowed	—	Yes
Kiss	Car	45	100	And	15	100	Required	Sets	Outgoing	Yes
Love Talk	Booth	40	100	And	25	100	Sets	Sets	—	Yes
Lower Hands	Slow Dance	45	100	And	35	100	Sets	Sets	—	Yes
Make Out	Car	80	100	And	50	100	Required	Sets	Outgoing	Yes
On Date	Ask	0	100	And	0	100	Not allowed	Not allowed	—	Yes
On Outing	Ask	0	100	And	0	100	Not allowed	Not allowed	—	Yes
Ride Home	Ask	-100	100	Or	-100	100	—	—	—	—
Slow Dance	Slow Dance	30	100	And	15	100	—	—	—	Yes
Smooch	Slow Dance	65	100	And	45	100	Required	Sets	—	Yes

# Chapter 7

## NEW SOCIALS

dozen new social interactions to weave into your Sims' nightlife.

This chapter lists all new social interactions. The Social Interaction Directory below contains all social availability, autonomy, and social, and

relationship impacts; the catalog that follows it goes into detail about which Sims can do the interactions, how the interactions work, and how Sims decide to accept these interactions.

AUTONOMOUS	If ACCEPT, A's SOCIAL	If ACCEPT, A's DAILY	If ACCEPT, A's LIFETIME	If ACCEPT, B's SOCIAL	If ACCEPT, B's DAILY	If ACCEPT, B's LIFETIME	If REJECT, A's SOCIAL	If REJECT, A's DAILY	If REJECT, A's LIFETIME	If REJECT, B's SOCIAL	If REJECT, B's DAILY	If REJECT, B's LIFETIME
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2
Yes	6	1	0	6	1	0	-3	-2	0	-3	-2	0
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2
Yes	30	14	2	24	10	1	-10	-8	-1	-15	-10	-2
?	24	5	0	24	5	0	10	-3	0	10	-6	0
Yes	14	6	2	20	13	2	-4	-4	-2	-4	-4	-2
Yes	14	8	1	14	8	1	8	-6	-1	0	-6	-1
?	20	9	1	20	10	1	-4	-9	-2	-3	-8	-2
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2
Yes	18	8	0	18	8	0	-5	-4	0	-2	-1	0
Yes	22	9	1	6	4	0	-10	-10	-3	0	-7	-2
Yes	0	0	0	0	0	0	0	0	0	0	0	0
Yes	20	10	1	16	9	1	-6	-8	-1	0	-6	-1
Yes	16	9	1	16	9	1	8	-6	-1	0	-6	-1
Yes	16	5	1	16	6	1	0	-5	-1	0	-7	-1
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3
?	30	13	1	30	6	1	-10	-7	-1	-15	-10	-1
No	18	10	2	16	10	2	8	-8	-2	0	-10	-2
Yes	18	6	1	18	8	1	0	-7	-1	0	-8	-1
Yes	18	10	2	16	10	2	8	-8	-2	0	-8	-3
Yes	30	19	5	30	19	5	8	-15	-4	0	-15	-4
No	14	6	0	20	4	0	0	-5	0	0	-5	0
No	10	1	1	22	4	2	0	-10	-1	0	-7	-2
—	—	—	—	—	—	—	—	—	—	—	—	—
Yes	18	8	0	18	8	0	-5	-4	0	-5	-3	0
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3

#### Social Interaction Directory continued

INTERACTION	MENU	AVAILABILITY DAILY A TO B ABOVE	AVAILABILITY DAILY A TO B BELOW	AND/OR	AVAILABILITY LIFETIME A TO B ABOVE	AVAILABILITY LIFETIME A TO B BELOW	CRUSH	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Steal a Bite	Dining	-100	100	Or	-100	100	—	—	—	Yes
Surprise Engagement	Dining	75	100	And	70	100	Required	Required	—	Yes
Throw Drink	Irritate	15	15	And	10	10	—	—	—	Yes
Throw Drink	Dining	15	15	And	10	10	—	—	—	Yes
Throw Food	Dining	-100	100	And	-100	100	—	—	Playful?	Yes
Toast	Dining	20	100	And	10	100	—	—	—	Yes
What Are Your Skills?	Ask	-20	100	And	-10	100	Not allowed	Not allowed	—	Yes
What Do You Want/Fear?	Ask	15	100	And	5	100	Not allowed	Not allowed	—	Yes
What Is Your Job?	Ask	7	100	And	0	100	Not allowed	Not allowed	—	Yes
What Turns You On/Off?	Ask	5	100	And	0	100	Not allowed	Not allowed	—	Yes
What's Your Sign?	Ask	-100	100	And	-100	100	Not allowed	Not allowed	—	Yes
WooHoo	Car	85	100	And	65	100	Required	Required	Outgoing	Yes
WooHoo	Photo Booth	85	100	And	65	100	Required	Required	Outgoing	Yes

## Sim-to-Sim Interactions

### Ask Interactions

#### About Interests

- ◆ Who: Teen/young adult/adult/elder to teen/young adult/adult/elder

Ask About Interests



#### note

Sim flashes the icons of his or her top three interests. If the Sim has a Grilled Cheese Aspiration, he or she will display his or her only interest: grilled cheese, of course.

Always accepted.

### Do You Want a Ride Home?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



#### note

Community Lot only. Works the same as End Date but automatically returns your Sim and date to their respective homes.

Always accepted.

### Do You Want to Go Back to My Place?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder





# Chapter 7

## NEW SOCIALS

AUTONOMOUS	If ACCEPT, A's SOCIAL	If ACCEPT, A's DAILY	If ACCEPT, A's LIFETIME	If ACCEPT, B's SOCIAL	If ACCEPT, B's DAILY	If ACCEPT, B's LIFETIME	If REJECT, A's SOCIAL	If REJECT, A's DAILY	If REJECT, A's LIFETIME	If REJECT, B's SOCIAL	If REJECT, B's DAILY	If REJECT, B's LIFETIME
Yes	8	5	0	6	3	0	8	-3	0	0	-4	0
No	100	6	3	100	9	3	-30	-15	-5	-4	-8	-4
Yes	8	-7	-3	-10	-13	-4	—	—	—	—	—	—
Yes	8	-7	-3	-10	-13	-4	—	—	—	—	—	—
Yes	10	8	1	8	8	1	8	-6	-1	0	-6	-1
Yes	14	6	0	14	10	0	—	—	—	—	—	—
?	10	1	0	10	1	0	-4	-1	0	-4	-1	0
?	14	9	0	20	13	0	-4	-4	0	-4	-4	0
?	10	5	0	10	5	0	-4	-3	0	-4	-3	0
?	14	4	0	14	4	0	-4	-2	0	-4	-1	0
Yes	10	1	0	10	1	0	-4	-1	0	-4	-1	0
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5



### note

**Community Lot only.** This social is the only way to return to your Sim's lot from a Community Lot while on a date without prematurely ending the date.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Daily >70, and Lifetime >40, or
2. Mood >40, Daily >70, Lifetime 36-40, Outgoing/Shy >7, or
3. Mood >40, Daily >70, Lifetime 36-40, Nice/Grouchy >7, or
4. Mood >-20, Daily 61-70, Outgoing/Shy >7, and Lifetime >30.

### Do You Like What You See

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

This social reveals whether and why they're attracted to your Sim. See Chapter 4 for details.

Always accepted.

### How Much Money Do You Have?

- ◆ Who: Teen/young adult/adult/elder to teen/young adult/adult/elder



### note

The questioned Sim reveals his or her wealth level with one of three "\$" symbols: \$ for low wealth, \$\$ for medium wealth, and \$\$\$ for high wealth.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Lifetime <25, Nice/Grouchy <7, and Daily >50, or
2. Mood >-20, Lifetime 21-25, Nice/Grouchy >7, Daily 30, or
3. Mood >-20, Lifetime >25, Daily >45, or
4. Mood >40, Lifetime >25, Daily 31-45, Nice/Grouchy >7, or
5. Mood >40, Lifetime >25, Daily 31-45, Nice/Grouchy <7, Outgoing/Shy >6.

### On Date

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

See Chapter 5 for details.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Attracted, Mood >-20, Daily >15, Lifetime >7, or
2. Attracted, Mood >40, Daily >15, Lifetime 1-6, and Outgoing/Shy >7, or
3. Attracted, Mood >40, Daily >15, Lifetime 1-6, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Attracted, Mood >-20, Daily 8-15, Outgoing/Shy >7, and Lifetime >5.

### To Form/Join Casual Group

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

See Chapter 5 for details.

Accepted if Sim B's:

1. Daily >5 and Mood >10, or
2. Daily <5 and Lifetime >0.

### What Are Your Skills?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

The Sim will reveal his or her highest-ranking skill in the following terms:

- ◆ "I'm pretty good at...": skill 1-3
- ◆ "I'm very good at...": skill 4-7
- ◆ "I'm an expert at...": skill 8-10

If the asked Sim has no skills, he or she will say "I'm not really good at anything yet."

Accepted if Sim B's:

1. Mood >-20, Daily >5, and Daily >0, or
2. Mood >30, Daily >5, Lifetime -4-0, and Outgoing/Shy >7, or
3. Mood >30, Daily >5, Lifetime -4-0, Outgoing/Shy <7, or Neat/Sloppy >7, or
4. Mood >-20, Daily <5, Outgoing/Shy >7, Daily >-5, Lifetime >-2.

### What Do You Fear?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Asked Sim reveals one randomly selected **Fear**, displayed as an icon and as text.

#### Accepted if Sim B's:

1. Mood >-20, Daily >20, Lifetime >8, or
2. Mood >20, Daily >20, Lifetime 1-8, Outgoing/Shy >7, and Sim A is Attraction-eligible, or
3. Mood >20, Daily >20, Lifetime 1-8, Outgoing/Shy <7, Nice/Grouchy >7, and Sim A is Attraction-eligible, or
4. Mood >-20, Daily <20, Outgoing/Shy >7, Daily >5, and Lifetime >0.

### What Do You Want?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Asked Sim reveals one randomly selected **Want**, displayed as an icon and as text.

#### Accepted if Sim B's:

1. Mood >-20, Daily >20, Lifetime >8, or
2. Mood >20, Daily >20, Lifetime 1-8, Outgoing/Shy >7, and Sim A is Attraction-eligible, or
3. Mood >20, Daily >20, Lifetime 1-8, Outgoing/Shy <7, Nice/Grouchy >7, and Sim A is Attraction-eligible, or
4. Mood >-20, Daily <20, Outgoing/Shy >7, Daily >5, and Lifetime >0.

### What Turns You Off?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Asked Sim reveals the icon of their **Turn Off**.

#### Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Daily >30, and Lifetime >20, or
2. Mood >40, Daily >30, Lifetime 16-20, Outgoing/Shy >7, or
3. Mood >40, Daily >30, Lifetime 16-20, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >-20, Daily 26-30, Outgoing/Shy >7, or Lifetime >12.



## What Turns You On?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Asked Sim reveals the icon of one randomly selected Turn On.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Daily >30, and Lifetime >20, or
2. Mood >40, Daily >30, Lifetime 16-20, Outgoing/Shy >7, or
3. Mood >40, Daily >30, Lifetime 16-20, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >-20, Daily 26-30, Outgoing/Shy >7, or Lifetime >12.

## What's Your Job?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Asked Sim reveals the icon for his or her career and his or her specific job title.

Accepted if Sim B's:

1. Mood >-20, Daily >13, and Daily >5.

2. Mood >30, Daily >13, Lifetime -4-5, and Outgoing/Shy >5, or
3. Mood >30, Daily >13, Lifetime -4-5, Outgoing/Shy <5, or Nice/Grouchy >5, and
4. Mood >-20, Daily 11-13, Outgoing/Shy >7, and Lifetime >0.

## What's Your Sign?

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Sim reveals his or her zodiac sign. Zodiac sign provides a rough estimate of the other Sim's personality traits. See

Chapter 4 for details on translating zodiac sign into personality traits.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Outgoing/Shy >6, and Daily >10, or
2. Mood >-20, Outgoing/Shy <6, and Daily >-20, or
3. Mood >0, Outgoing/Shy <6, Daily <-20, and Nice/Grouchy >6.

## Buy Off

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen





### note

When a romantic rival (see Chapter 9) is trying to muscle in on your Sim's date or loved one, this interaction will dispatch the intruder for the remainder of the current date. Sims can be bought off for §50.

Always accepted.

### Bite Neck

- ◆ Who: Young adult/adult/elder vampire to teen/young adult/adult/elder or teen to teen



### note

Used to convert other Sims into vampires.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Daily >20 and Knowledge Aspiration, or
2. Not Knowledge Aspiration and Daily >95, or
3. Not Knowledge Aspiration, Daily 81–95, and Logic >8, or
4. Not Knowledge Aspiration, Daily 61–80, and Logic >6, or
5. Not Knowledge Aspiration, Daily 41–60, and Logic >3.

### Kiss Interactions

#### Kiss Hand

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >40, Daily >35, and Lifetime >20, or
2. Mood >25, Daily >35, Lifetime 4–20, and Playful/Serious >7, or
3. Mood >25, Daily >35, Lifetime 4–20, Playful/Serious <7, and Nice/Grouchy >7, or
4. Mood >40, Daily <35, Playful/Serious >7, Daily >5, and Lifetime >5.

### Irritate Interactions

#### Bleh!!!

- ◆ Who: Teen/young adult/adult/elder vampire to teen/young adult/adult/elder



### note

Sims react with the same fear response as with ghosts. Other vampires will Bleh!!! back.

Always accepted.

## Throw Drink

- Who: Teen/young adult/adult/elder to teen/young adult/adult/elder



### note

Can't be rejected but reaction depends on receiving Sim's personality.  
Can be done seated or standing.

Always accepted.

## Flirt Interactions

### Check Sim Out

- Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Reveals amount of your Sim's Attraction to a specified Sim. Like all Flirt interactions, Check Sim Out affects your Sim's gender preference. See Chapter 4 for details.

Always accepted.

## Talk Interactions

### Bad Mouth

- Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

If Sim A is Furious at Sim B (see Chapter 9), Sim A can bad mouth B to a third Sim, Sim C. C will either accept or reject the interaction based on Sim C's Nice/Grouchy (the nicer the Sim is, the less likely he or she is to accept Bad Mouth) and his or her relationships to both B and A. The Friendlier the Sim is with A, the more likely he or she is to accept and the friendlier he or she is with B, the more likely the Sim is to reject. If accepted, this interaction increases C's Daily Relationship with A and damages it toward B. If rejected, C's relationship with A decreases.

Accepted if Sim B's:

1. Daily >15, Nice >7, and Lifetime >10, or
2. Daily >15, Nice >7, Lifetime <10, and Mood >-10.

## Slow Dance Interactions

The slow dance can be done anywhere to any music or no music at all. It's just a romantic thing to do.

Once two Sims are slow dancing, several other interactions (detailed) can further affect the relationship and/or Date Score. These nested interactions can *only* be done during a slow dance.

Depending on the receiving Sim's personality and how many rejected Slow Dance interactions



occur, the other Sim may decide to end the dance. How he or she does so depends on personality:

- ◆ Mean: Slap
- ◆ Serious: Yell At
- ◆ Nice: Cry
- ◆ Playful: Poke

All Slow Dance socials are romantic interactions that will inspire jealousy if another loved Sim is present.

### Slow Dance

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Available anywhere even if there's no music source on the lot.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-60, Daily >35, and Lifetime >20.
2. Mood >30, Daily >35, Lifetime 11-20, Outgoing/Shy >7, or
3. Mood >30, Daily >35, Lifetime 11-20, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >-60, Daily 26-35, Outgoing/Shy >7, Lifetime >20.

### Dance Close

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Only available during slow dance.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-30, Daily >35, and Lifetime >25.
2. Mood >40, Daily >35, Lifetime 11-25, Outgoing/Shy >7, or
3. Mood >40, Daily >35, Lifetime 11-25, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >-30, Daily 31-35, Outgoing/Shy >7, Lifetime >20.

### Lower Hands

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Only available during slow dance.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Daily >55, and Lifetime >35.
2. Mood >40, Daily >55, Lifetime 21-35, Outgoing/Shy >8, or
3. Mood >40, Daily >55, Lifetime 21-35, Outgoing/Shy <8, and Playful/Serious >9, or
4. Mood >-20, Daily 36-55, Outgoing/Shy >9, Lifetime >35.

### Head on Shoulder

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Only available during slow dance.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Daily >40, and Lifetime >25.
2. Mood >30, Daily >40, Lifetime 16-25, Outgoing/Shy >7, or
3. Mood >30, Daily >40, Lifetime 16-25, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >-20, Daily 31-40, Outgoing/Shy >7, Lifetime >25.



### Smooch

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

Only available during slow dance.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Daily >70, and Lifetime >45.
2. Mood >30, Daily >70, Lifetime 25-45, Outgoing/Shy >8, or
3. Mood >30, Daily >70, Lifetime 5-45, Outgoing/Shy <8, and Playful/Serious >9, or
4. Mood >-20, Daily 56-70, Outgoing/Shy >8, Lifetime >35.

## Self Interactions

### Scope Room

The Sim scans his or her current room to find the Sim he or she finds the most attractive.

Note that this social does not read *Chemistry* but rather *Attraction* of your Sim to another. For more info, see Chapter 4.



This interaction should be always available. If it's not, your Sim has not yet done anything to set gender preference. To set it, do the unrejectable Flirt interaction Check Sim Out to any Sim of the gender you'd like your Sim to prefer. Thereafter, Scope Room will appear on the Interaction menu when you click on your own Sim.

### Primp

This self-interaction increases Hygiene and can be done when standing or seated. For most Sims, Primp is user-directed only. For



Outgoing and Neat Sims and for the Diva and Mr. Big NPCs, it is also an autonomous interaction and a reflection of their concern with their appearance.

If a vampire Primp, he or she will hiss at the mirror (which, of course, doesn't show his or her reflection) and get a reduction in Comfort instead of an increase in Hygiene. Beware, therefore, if your vampire Sim is both Outgoing and Neat because, unlike other Sims, he or she will Primp autonomously, driving down his or her Comfort.

## Object-Based Interactions

### Espresso Bars

#### Buy Espresso For

Click on any espresso bar to invite for coffee any Sim on the lot that your Sim knows.



Accepted if Sim B's:

1. Mood >-35, Outgoing/Shy >6, and Daily >-10, or
2. Mood >-35, Outgoing/Shy <6, and Daily >10.

### Dining Tables/Counters

While Sims sit at dining tables or counter islands either at home or on Community Lots, they may now do several new Dining social interactions. These special interactions are marked in the in interactions menu with a gold chair-shaped icon.

For most of these interactions, Sims must be seated either next to or across from each other,

not diagonally. They must also be sitting at the table, not scooted back from the table (as a Sim does when there's a dirty or serving plate blocking his or her place).

### Kiss...Blow Kiss

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-40, Daily >30, and Lifetime >20.
2. Mood >20, Daily >30, Lifetime 6-20, Outgoing/Shy >7, or
3. Mood >20, Daily >30, Lifetime 6-20, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >-40, Daily 6-30, Outgoing/Shy >7, Lifetime >20.

### Flirt...Caress Hands

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-40, Daily >50, and Lifetime >35.



2. Mood >30, Daily >50, Lifetime 6–35, Outgoing/Shy >7, or
3. Mood >30, Daily >50, Lifetime 6–35, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >40, Daily 26–50, Outgoing/Shy >7, Lifetime >25.

## Flirt...Feed a Bite

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



### note

There must be food on the table.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >40, Daily >40, and Lifetime >30, or
2. Mood >20, Daily >40, Lifetime 6–30, Outgoing/Shy >7, or
3. Mood >20, Daily >40, Lifetime 6–30, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >40, Daily 6–40, Outgoing/Shy >7, Lifetime >20.

## Play...Steal a Bite

- ◆ Who: Teen/young adult/adult/elder to teen/young adult/adult/elder



### note

There must be food on the table.

Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >10 and Daily >55, or
2. Mood >10, Daily 36–55, Neat/Sloppy >6, or
3. Mood >10, Daily 1–35, Neat/Sloppy >4.

## Propose...Surprise Engagement

- ◆ Who: Young adult/adult/elder to young adult/adult/elder



### note

This interaction can be a major dream-date maker or breaker.

Accepted if Sim B's:

1. Lifetime >75, Daily >75, and Mood >0, or
2. Lifetime 71–75, Nice/Grouchy >9, and Mood >0, or
3. Lifetime >75, Daily <75, Nice/Grouchy >7, and Mood >0.

## Play...Throw Food

- ◆ Who: Teen/young adult/adult/elder to teen/young adult/adult/elder





### note

**IF the receiving Sim is Playful, he or she will fight back. There must be food on table.**

**Accepted if Sim B's:**

1. Mood >-10 and Daily >55, or
2. Mood >-10, Daily 36-55, and Neat >6, or
3. Mood >-10, Daily 1-35, and Neat >4.

### Irritate...Throw Drink

See Throw Drink under Irritate Interactions, above.

### Entertain...Toast

- ◆ Who: Teen/young adult/adult/elder to teen/young adult/adult/elder



### note

**In the Toast social, Sim A is the Sim proposing the toast, Sim B is any other Sim at the table, and Sim C is the Sim in whose honor the toast is being made.**

**IF a Sim B rejects the toast, he or she will boo the toastee.**

**Accepted if:**

1. Sim B's Daily to Sim C >20, Sim B's Daily to Sim A >20, Sim B's Mood >0, or
2. Sim B's Daily to Sim C >20, Sim B's Daily to Sim A >20, Sim B's Mood <0, and Sim B's Nice/Grouchy >5, or
3. Sim B's Daily to Sim C >20, Sim B's Daily to Sim A -9-20, Sim B's Mood >20, or

4. Sim B's Daily to Sim C >20, Sim B's Daily to Sim A -9-20, Sim B's Mood <20, Sim B's Nice/Grouchy >7, or
5. Sim B's Daily to Sim C >-10, Sim B's Daily to Sim A >40, Sim B's Daily to Sim C >30, and Sim B's Mood >60, or
6. Sim B's Daily to Sim C >-10, Sim B's Daily to Sim A >40, Sim B's Daily to Sim C >30, Sim B's Mood <60, and Sim B's Nice/Grouchy >8, or
7. Sim B's Daily to Sim C >-10, Sim B's Daily to Sim A >40, Sim B's Daily to Sim C <30, and Sim B's Mood >60, or
8. Sim B's Daily to Sim C >-10, Sim B's Daily to Sim A >40, Sim B's Daily to Sim C <30, Sim B's Mood <60, and Sim B's Nice/Grouchy >8.

### Booths

Dining booths (specifically the Jacuster's "Last Stand" Sectional Booth) contain many of the same interactions as sofas plus a few new ones. Functionally, they work just like sofa- and bed-based interactions; once both Sims are sitting in the booth, all available nested interactions (marked by a target-shaped icon) show in the Interaction menu.

For all booth interactions, Sims must be seated adjacent and can't be in the middle of dining at a restaurant.

### Cuddle

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Daily >45, or
2. Daily <45, Nice/Grouchy >7, Lifetime >35, and Mood >50.

### Hot Smooch

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-20, Daily >70, and Lifetime >45, or
2. Mood >30, Daily >70, Lifetime 25-45, Outgoing/Shy >8, or
3. Mood >30, Daily >70, Lifetime 5-45, Outgoing/Shy <8, and Playful/Serious >9, or
4. Mood >-20, Daily 56-70, Outgoing/Shy >8, Lifetime >35.

### Love Talk

- ◆ Who: Young adult/adult/elder to young adult/adult/elder or teen to teen



Accepted if Sim A is Attraction-eligible for Sim B and Sim B's:

1. Mood >-30, Daily >50, and Lifetime >35.

2. Mood >30, Daily >50, Lifetime 20-35, Outgoing/Shy >8, or
3. Mood >30, Daily >50, Lifetime 20-35, Outgoing/Shy <8, and Playful/Serious >9, or
4. Mood >-30, Daily 36-50, Outgoing/Shy >8, Lifetime >25.

### Karaoke Machine

The new Karaoke machine object enables your Sims to invite another Sim to join your Sim in a song.

### Sing Duet

- ◆ Who: Teen/young adult/adult/elder to teen/young adult/adult/elder



### note

Singing duets can contribute to Date Score.

Accepted if Sim B's:

1. Mood >-20, Daily >25, and Lifetime >15.
2. Mood >30, Daily >25, Lifetime 6-15, Outgoing/Shy >7, or
3. Mood >30, Daily >25, Lifetime 6-15, Outgoing/Shy <7, and Nice/Grouchy >7, or
4. Mood >-20, Daily 16-25, Outgoing/Shy >7, Lifetime >10.



### Vampire Coffin

#### Dare to Peek

- ◆ Who: Teen/young adult/adult/elder to teen/young adult/adult/elder



#### note

Depending on the degree of the scare, this can cause peekers to wet their pants, flee, or die of fright.

#### Accepted if Sim B's:

1. Mood >-20, Nice/Grouchy >7, Lifetime >20, and Daily > 30, or
2. Mood >70, Nice/Grouchy >7, Lifetime 1-20, and Daily >70, or
3. Mood >-20, Nice/Grouchy <7, Lifetime >50, and Daily >40, or
4. Mood >70, Nice/Grouchy <7, Lifetime <50, Lifetime >20, and Daily >70.

### Photo Booth

#### Join in Photo Booth

- ◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder



#### Accepted if Sim B's:

1. Mood >-20, Nice/Grouchy >7, Lifetime >20, and Daily > 30, or
2. Mood >70, Nice/Grouchy >7, Lifetime 1-20, and Daily >70, or
3. Mood >-20, Nice/Grouchy <7, Lifetime >50, and Daily >40, or
4. Mood >70, Nice/Grouchy <7, Lifetime <50, Lifetime >20, and Daily >70.

### Cars



Car interactions contain nested interactions including:

- ◆ Kiss
- ◆ Make Out
- ◆ WooHoo
- ◆ Try for Baby



## Chapter 8

### New NPCs

Whenever Sims venture outside the comfort of their cozy neighborhoods, they can always count on meeting some interesting new people. Not surprisingly, *The Sims 2 Nightlife* is full of extremely interesting new folks.

This chapter guides you through these new characters, outlining what they can (and can't) do, and how you can use them to make your Sims' lives more interesting, challenging, or successful.

### Social NPCs

#### Service NPCs

#### Gypsy Matchmaker



- ◆ Call Hours: 24 hours
- ◆ Shift: N/A
- ◆ Fee: Variable
- ◆ Service: One Time

The Gypsy Matchmaker is a purveyor of potions and a magical arranger of romance. She's always a female elder and can be found by chance in many public places and even summoned like any other service NPC. Unlike most service NPCs, however, she's on call 24 hours a day.

This mystical Sim appears on Community Lots in base, downtown, and college neighborhoods or can be summoned by cell or home phone (using the Services menu) to any base or downtown neighborhood.



#### note

The Gypsy Matchmaker also drops by your Sims' homes the first time you play the lot after installing this expansion pack. She informs you about the handy ReNuYu Porta-Chug potion that's been placed in each preexisting Sim's inventory. This potion gives every Sim a free chance to alter his or her randomly assigned Turn Ons and Turn Offs.

Use any phone to summon the matchmaker to work her amorous mojo.



The Gypsy Matchmaker's primary function is to turn two strangers into a match made in heaven. Use the Ask for Blind Date interaction (specifying which gender you'd like the date to be) to retain her matchmaking services. The price for this service is not fixed, but rather a donation. The truth, however, is that the more you pay, the better the match will be.

- ◆ \$0–\$250: Bad match
- ◆ \$250–\$500: Good match
- ◆ \$500: Great match



#### note

Once the matchmaker arrives, any Sim on the lot can engage her services. In fact, the Sim that called her need not take any notice of her at all. Someone will, however, have to greet her or she'll wander off.

## Chapter 8

# New NPCs



How much you pay determines the level of Chemistry your Sim and the blind date will share.

When the matchmaker makes a match, she considers every non-engaged/non-steady townie (base neighborhood) and downtownie of your Sim's preferred gender with whom your Sim has no relationship, ranking them by their Chemistry with your Sim. The more you pay, the higher ranked Sim you'll get as a match. Full price, for example, always gets you a high-Chemistry Sim. Below \$250, you get a Sim with no attraction to your Sim at all.



### note

Recall that Chemistry is the average of the Attraction between your Sim and another Sim. If your Sim is highly attracted to a Sim but she's cool in return, Chemistry will be somewhere in the middle.

This pool includes the Diva/Mr. Big, the Slob, most service NPCs (e.g., Maid, Mail Carrier), and (occasionally) the Grand Vampire.



Boom. Ouch. Hey, wanna go smustle?

When the deal is done, your dream date literally falls from the sky and the date begins.



The matchmaker is your source for two very important potions.

Even if a blind date is not your Sim's desire, the Gypsy Matchmaker also sells two very useful and powerful potions. These potions go into your Sim's inventory for use as needed. They can be removed by placing them on a lot or by drinking them:

- ◆ Love Potion #8.5: When consumed, this temporarily increases other Sims' Attraction to your Sim. If drunk while another Love Potion is still active, it causes several bad reactions including setting other Sims' Attraction to your Sim to minimum. See Chapter 4 for full details.
- ◆ Vamprocillin-D: When consumed by a vampire, this potion returns the Sim to normal. If drunk by a non-vampire, it has no effect.

The Gypsy Matchmaker can be interacted with like all other service NPCs. This means she is potentially marriable/joinable. Once a Gypsy Matchmaker becomes part of a household, however, she no longer sells potions or matchmaking services.



## Autonomous NPCs



### note

Because they're such busy Sims, Servers, Hosts, and DJs are not included when your Sim Scopes the Room for attractive Sims—even if they are, in fact the most attractive Sims on the lot. To find out if a Server, Host, or DJ shares good Chemistry with your Sim, use the Flirt...Check Sim Out interaction when the Sim isn't engaged in his duties. To evaluate Hosts, however, you have to meet them away from work (because they're *always* engaged in their duties); asking them for a seat adds them to your Sim's Relationship panel, allowing them to be called, invited, and Checked Out later.

### Server

The Server is part of the restaurant dining experience. Once your Sims are seated in a restaurant, the Server arrives to take your Sim's order.



While they wait for your Sims to order, Servers make small talk, building relationships while your Sims make up their minds.

You can socialize with the Server while he or she's on duty, particularly when waiting to take your Sims' order. In fact, one of the most efficient times for Server socializing is before you actually

place an order. The Server waits by your Sim's table indefinitely, autonomously chatting until you actually order food.



### note

You can't do any interactions with the waiting Server, but your Sims will be building a relationship as they and the server chat automatically.

The direct benefit of making nice with the Servers is that it reduces the chance of their accidentally spilling food on your Sim.

Relationship with a Server is damaged by anything that normally decreases Relationship scores but also when you try to leave a restaurant lot without paying your bill (even by accident) or actually getting caught trying to skip out on the bill.

### Host

The Host and his podium are where the restaurant experience begins. To begin dining, click on either the podium or the Host himself and ask to be seated.



To end your Sim's meal, click on the Host or the podium and elect to pay the bill, use a coupon, or attempt to skip out on the bill. Skipping out is available only *before* your Sim(s) finish eating; once they're done, the interaction disappears.

Hosts can be powerful friends because they can, on their own initiative, comp all or part of your bill on any given visit. The better your Sim's relationship with a Host, the more likely he'll be to comp the bill and the larger a proportion of the bill he'll comp.

Relationship with the Host is damaged in all the usual ways but also by attempting to leave the lot without paying the bill (even by accident) and by getting caught trying to skip out on the bill.

### DJ

The DJ appears wherever there's a DJ booth on a Community Lot.



### note

DJ booths on home lots don't come with a DJ nor can you hire one to work your Sims' parties.

Like Baristas and Bartenders, the DJ works tirelessly unless your Sim elects to take on DJ duties. When one of your Sims mans the booth, the DJ wanders the lot, available for socializing.

## Non-Social NPCs

### Restaurant Cook

Wherever there's a restaurant stove, there's a restaurant Cook. The restaurant Cook has one function: fill orders in the



restaurant. He can't be distracted from this duty nor drawn into any interaction whatsoever. There is one way to add a Cook to your Relationship panel and fully interact with him, but it's a matter of chance: get him as your Sim's blind date from the matchmaker.

## Downtownies

### Mrs. Crumplebottom

Mrs. Crumplebottom is, as she'd freely admit, a busybody and a prude. You may be surprised to know, however, that she has interests beyond verbal tirades and purse beatings.



The curmudgeonly elder Sim shows up frequently but at random on any Community Lot in any kind of neighborhood. Generally, she wanders the lot behaving like any other townie—until, that is, she spies a public display of affection.

The very sight of open canoodling sets her blood aboil and compels her to make an example of the offending exhibitionists. If any romantic interaction is performed in the same room when she isn't otherwise engaged (more on that later), she'll hustle right over, deliver a very stern lecture, and (unless it's physically impossible) repeatedly wallop your Sim with her purse. This withering handbag assault drives down your Sim's Comfort and severely impacts any current outing or date score.





### note

If your Sim's date is Nice or has a Family Aspiration, the damage from getting Crumplebottom-ed is lessened but still pretty serious. If the date is Mean or has a Popularity or Romance Aspiration, the harm will be even worse.

Crumplebottom doesn't just hate PDAs, she also blows a gasket when Sims are inappropriately dressed. If your Sim is hanging around a Community Lot in undies or swimwear (even if there's a pool), they'll be prime targets for Mrs. Crumplebottom.

Clearly, her presence makes having a successful date a bit more challenging. If you spot her on the lot, be careful to hold your romantic interactions until she's out of the room. Alas, the time limitations of dates don't always allow for this kind of discretion; you have to take your opportunities when they arise.



### note

Recall that a room is defined in the game as any space delineated by walls and accessed through either a door or an arch. Anything beyond any entryways is a different room. When outside, the entire outdoor area is a single room, though distance can make a difference. Beyond a certain distance, a Sim is too far away to react even if she is in the same room.

The good news is there are a few things she loves more than imposing her moral code on others: bowling, drinking at bars, and playing cards. A lot with any of these features will keep her quite busy and her nose out of your Sim's business. If you spy her in the bowling lanes, at the card table, or bellied up to the bar, smooch away!

As befits her behavior, Mrs. Crumplebottom's personality is Mean, Neat, Shy, and Serious.

Mrs. Crumplebottom offers only limited interactions and isn't marriable/joinable. Attempting to interact with her is, in fact, another opportunity to witness her disdain for other Sims. Try to chat her up and she'll wag her finger at your Sim or whip out her knitting and tune him out completely.

## Grand Vampire

The Grand Vampires (one male and one female) appear at random on Community Lots but only in downtown neighborhoods and only at night. When the sun rises, they emit smoke and flee the lot for the protection of their coffins.



While on the lot, however, they behave largely like any other Sims except for their occasional tendency to turn into bats and greet Sims with a hearty "Bleh!!!"

Grand Vampires offer the full range of interactions and can be befriended and married/joined. If, however, your Sim develops a relationship with a Grand Vampire (Daily Relationship toward your Sim 40 or higher, depending on your Sim's Logic skill), there's a chance the vampire will do the Bite Neck interaction, turning your Sim into a creature of the night.

Find full information on the life of the Sim vampire in Chapter 10.



### Diva/Mr. Big

The Diva and Mr. Big are potentially lucrative but difficult dating challenges. Manage to marry/join them and their fortune and top-level income become part of your household. Getting there, however, may be difficult.



### note

In all respects save gender and appearance, Mr. Big and the Diva are identical.

Also, the names "Diva" or "Mr. Big" refer to them as characters. In the actual game, they're given unique first and last names.

Functionally, these Sims are just like any other townie, but their distinctive appearance is your clue to much more about them. For example, all Divas and Mr. Bigs share the following characteristics:

- ◆ Aspiration: Fortune
- ◆ Outgoing/Shy: 10
- ◆ Nice/Grouchy: 0
- ◆ Wealth: \$\$\$\$
- ◆ Career: Slacker 10 (Professional Party Guest)
- ◆ Signature Behavior: Primping, Bragging, Flirting with other Sims
- ◆ Best Dating Activity: Dancing in a Group, Dates Out

### The Slob

The Slob isn't as big a prize as the Diva/Mr. Big, but is a...um...challenge nonetheless.

All Slobs, regardless of gender, share these characteristics:

- ◆ Aspiration: Pleasure
- ◆ Active/Lazy: 0
- ◆ Neat/Sloppy: 0
- ◆ Wealth: \$
- ◆ Career: Slacker 2 (Gas Station Attendant)
- ◆ Signature Behavior: Farting, Spitting, Belching, Sloppy Eating
- ◆ Best Dating Activity: Dining, Couple Dancing, Dates at Home



### Downtownies in General

The randomly generated townies that inhabit downtown neighborhoods are basically the same as those in base neighborhoods, but they make somewhat better "catches."

They always have level 6 or higher jobs and more money and higher skills than the average base neighborhood townies.

The trick, however, is figuring out which Sims are downtownies and which are plain old townies from your base neighborhood. If you've been playing a neighborhood for a long time, you'll probably recognize most or all your base neighborhood townies, so any unfamiliar faces are likely downtownies.

The most reliable way to pinpoint a downtownie is to use Ask interactions to determine their skills. If none of their skills are very high, they're not a downtownie.

## Chapter 9

# NEW RELATIONSHIPS: FURIOUS, RIVALS, AND CONTACTS

The dynamics that govern how Sims relate to one another are rich and wonderfully complex. Now, however, that tapestry has just gotten a bit richer and more intricate with three new wrinkles: the furious state, rivals, and contacts.

This chapter explains these new relationships and how they fit in both the game and the other new features of the *The Sims 2 Nightlife* expansion pack.

## The Furious State

In days past, Sims didn't hold grudges. Sure, acts of betrayal or physical violence would severely damage relationships, rendering previously routine interactions out of reach until the relationship could be mended. No matter the size of the affront, however, there was no lingering, seething anger for wrongs done.

That fiery thought balloon means this is a furious Sim.



With the new "furious state," however, Sims will remember slights and outright assaults for a fixed time and react accordingly to a Sim who's done them wrong.

When a Sim (let's call him "Sim B") does something offensive to your Sim ("Sim A"), your Sim can become furious at that Sim. This means Sim A's Daily and Lifetime Relationships with the offending Sim B are temporarily—often dramatically—reduced.

The amount of the reduction and the duration of the effect are both proportional to the degree of the wrong. Getting slapped, for example, causes a small and brief reduction, while being caught cheating triggers a massive, long-lasting drop.



### note

If Sim B does more than one fury-inspiring act, the Furious states don't pile up. Instead, if a later Furious state has a greater impact than the existing Furious state, it replaces the previous one. If, on the other hand, the existing Furious state is greater than the new one, the new one is ignored.

The Relationship panel shows at which Sims your Sim is furious. Hint: it's the red one.



When your Sim is furious at another Sim, that Sim's portrait is tinted red in the Relationship panel until the effect subsides. Further, the Daily and Lifetime Relationship score of your Sim toward the offending Sim will be shown in its reduced state.

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Over time, the furious state decays and slowly restores the points deducted from the Relationship scores. The effect, however, never reaches zero until the act's duration has passed.



As a fury ages, the red color recedes counterclockwise.

As the furious state's duration passes, the red tint sweeps away counterclockwise. When there's no red left, the furious state is done.

Both the portrait and the Daily and Lifetime Relationship numbers will return to normal when the furious effect wears off. Note, however, that the relationship numbers may not be exactly what they were before the affront; any interactions your Sim has had with the object of his or her fury during the furious state will change the relationship.



## note

If you're not mindful of what Furious Sims are doing, they can seriously worsen their relationship with an offending Sim. They'll pick fights, shove, and be generally unpleasant if they're of the correct temperament. Thus, when the effect wears off, the lifting of the furious state may not improve the relationship too much thanks to any damage done under its influence.

## Furious State Aging

The furious state's duration ages any time either Sim A or Sim B is present in the household or Community Lot you're playing. Aging happens while either Sim is present as a playable Sim, a visitor, a walk-by, or as a non-playable townie on a Community Lot.



Apologizing makes a furious state pass more quickly.

There is one other way to accelerate the aging of a furious state. The furious state is reduced when Sim B performs the Appreciate... Apologize interaction. Though your Sim may do this social as many times as you like, it affects the furious state only once per hour. Other uses after the one per hour have the normal relationship effects but won't impact the furious state.

## Acts That Invoke the Furious State

Several actions cause the furious state, each with a distinct impact (the amount it reduces Daily and Lifetime Relationship) and duration (how long the effect will last).



## note

Both a furious act's impact and duration can be altered from the numbers below based on the Furious Sim's Nice/Grouchy personality. A grouchy Sim (Nice/Grouchy 0) sees a larger impact for a longer time (+50%) while a Nice Sim (Nice/Grouchy 10) sees both a shorter impact and a quicker duration (-50%). Sims with Nice/Grouchy 5 will see the effect as detailed below and Sims with scores above and below 5 will see proportionally larger changes the closer they are to the extremes.

Additionally, if the Furious Sim is a child, the duration of his fury will be shorter still than the number listed below, even when accounting for the child's Nice/Grouchy trait.



#### Events that Trigger the Furious State, Strength and Duration

Furious Event	Strength (-Daily and -Lifetime)	Duration (in Hours)
Be Broken Up with (Marriage)	175	336
Be Broken Up with (Steady)	100	168
Be Burgled (toward Burglar)	150	336
Be Left at Altar	175	336
Being Stood Up	50	48
Conflicting Date Jealousy	125	168
Date couldn't pay for dinner	50	48
Date Jealousy (toward Sim B)	125	168
Date Jealousy (towards Sim C)	75	96
Family Member Cheated (toward cheater A)	75	72
Family Member Cheated (toward cheater C)	50	72
Fight...Attack, lost	75	72
Fined (toward Fireman or Police)	100	72
Get Cheated on (toward cheater A)	125	168
Get Cheated on (toward cheater B)	75	96
Got Drink Thrown in Face	30	12
Got Shoved	25	36
Got Slapped	50	48
Had to clean somebody's puddle and is Neat/Sloppy > 7	25	12
Lost a game and is Nice/Grouchy < 3	25	3
Viewing a loved one's Date reward object	75	6



#### note

**IF Sim A is in a romantic relationship with Sim B and goes on a date with Sim C without B's knowledge, A can still get in trouble for the indiscretion. IF A gets a Date reward from C and places it in the household (as opposed to in his inventory) or if B takes delivery of the object, it inspires jealousy just as it would if B stumbled upon the date in progress. Fittingly, this also makes the cuckolded Sim furious at Sim A.**

## Effects of the Furious State

A furious Sim can be pretty darn angry. Several behaviors and effects result from a furious state.



Two Sims, so recently friends, can attack each other mere moments later if one is furious.

- ◆ Furious Sims frequently show a flaming thought balloon of the Sim at whom they're furious and an icon representing the offense about which they're furious.
- ◆ Furious sleeping Sims dream of the offender with the same flaming thought balloon.
- ◆ When a Sim is furious, all interactions normally reserved for enemies (e.g., Attack) become automatically available regardless of relationship levels.
- ◆ If the offending Sim is a playable Sim, any Sim who is furious at him or her can randomly walk by his or her house and commit an act of vandalism. The furious Sim may kick over the trash can, steal the newspaper, or kick or steal a flamingo or gnome.
- ◆ If Sim B attempts to interact with Sim A and Sim A rejects, Sim A will show a fiery thought balloon.
- ◆ If Sim A and Sim B are both in the same room, there's a good chance Sim B will be "driven" from the room by the sheer social awkwardness. These "bad vibes" occur because all advertising scores for every object and interaction in the room inhabited by the furious Sim drop for Sim B (e.g., the TV doesn't advertise as much Fun to B as it normally would). Thus, actions outside the room have greater attraction despite being farther away. The effect you see, however, is Sim B staying out of an angry Sim A's way.
- ◆ A furious Sim has a new interaction: Talk...Bad Mouth. This allows the furious Sim to talk smack about Sim B to another Sim. For full detail on Bad Mouth, see Chapter 7.

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- ◆ Furious Sims are very likely to become romantic rivals and try to horn in on an offending Sim's date or loved one.

## Rivalry

All's fair in love and war and that's why Sims can become romantic rivals.

If your Sim is on a date or has a Crush, Steady, Love, or Married relationship with a Sim who's present on the lot, it's possible that some other Sim will try to horn in on your Sim's beloved. How does it happen and what can your Sim do about it?

## How Rivals Are Made

A rival ("Sim C") will set upon your Sim's ("Sim A") love interest ("Sim B") if he or she is attracted to Sim B. How attracted Sim A has to be to behave in this unseemly manner, however, depends on several different qualifications.



### note

**In all the cases listed here (and in any case of rivalry), all three Sims—your Sim, his or her date/paramour, and the rival—must be present on the same lot.**

- ◆ If Sim C is furious at Sim A, he or she will hit on Sim B if he or she is at least neutrally (-10) attracted to Sim B.
- ◆ If Sim C is not furious at Sim A but is not a friend of Sim A, Sim C will hit on Sim B if he or she is very strongly (150) attracted to Sim B.
- ◆ If Sim C is a friend of Sim A and isn't furious at Sim A, Sim C will never hit on Sim B.
- ◆ If Sim C is married/joined/steadied, Sim C may still hit on Sim B but the required Attraction will be greater (increased by 200).

- ◆ If Sim C is married/joined/steadied *and* a Family Aspiration Sim, Sim C will never hit on Sim B.
- ◆ If Sim C is a Romance Aspiration Sim, all required Attractions are lowered, meaning it takes *less* Attraction (reduced by 75) for them to become rivals.



### note

**When Sim C becomes a romantic rival, romantic interactions with Sim B advertise to Sim C at an amplified level, making them more attractive interactions than they'd be otherwise.**

## Dealing with Rivals

If a rival moves in on your Sim's date/paramour, there are three things your Sim can do:

Greasing a rival's palm gets rid of him for a while.



- ◆ Influence: If you have enough Influence (1,000 points), using the Influence to...Leave Us Alone social will keep him away for at least six hours. As with all Influence interactions, Daily Relationship must be above -50.
- ◆ Bribery: Using the Buy Off interaction, you can pay a rival to go away for at least six hours. The amount required to buy him off is \$50.
- ◆ Fisticuffs: To permanently eliminate a romantic rival, your Sim can use the Fight...Attack interaction. This social is always available on romantic rivals but the normal rules apply to who will win (usually the Sim with higher Body skill). If your Sim wins, the rival get a memory of the shameful event and will *never* be a rival to your Sim *ever* again. If your Sim loses, the other Sim continues to be a romantic rival.



A fight isn't the only answer but, if a rival is being particularly persistent, it may be the best one. Just make sure your Sim has higher Body skill.



### note

Though the fight may seem like a good solution, remember that Date score can be damaged even if your Sim wins the fight. If the date is, for example, very Nice and a Family Sim, the fight will bring down Date score. If, on the other hand, the date is very Mean and a Popularity Sim, the fight will substantially help the Date score.

## Contacts

After an outing or a date, your Sim may get a call from a Sim he or she doesn't know, thus creating a temporary relationship called a "contact." Contacts can be extremely useful for the social game but also for other aspects as well.

The calling Sim explains that he or she is a friend of one of the Sims from the previous outing. For the next several hours—depending on how good the date or outing was—this Sim (whom your Sim has yet to actually meet) is added to your Sim's Relationship panel as a contact.

### Date/Outing Score and Resulting Contact Duration

Date Score	Outing Score	Contact Duration
OK	So-So	12 hours
Good	Fun	24 hours
Great	Super	48 hours
Dream Date	Rockin'	52 hours



### note

Contacts appear in your Sim's Relationship panel with their portraits shaded blue. When their contact status runs out, they lose their blue hue and become normal acquaintances. The erstwhile contact remains in the Relationship panel at whatever Daily/Lifetime Relationship he or she was when the contact period ended even if your Sim has still never met him or her. There's some decay from the initial relationship numbers, depending on how long the contact period lasted.

If, during the contact period, your Sim becomes furious with a contact, the contact period ends and is replaced by the Furious state.

Contacts display in the Relationship panel much like rivals, but they're colored blue instead of red.



Contacts are kind of like temporary friends. From the moment they become a contact, your Sim has an elevated Daily (+30) and Lifetime (+10) Relationship with the contact even if they never subsequently interact. Thus, your Sims can begin relationships with contacts using far more potent interactions than with Sims they barely know. Even more importantly, though contacts aren't actual friends, they count toward the number of friends needed for job promotion and Influence capacity.



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## note

Because contacts are temporary, they make a useful but shaky foundation for your career and influence game, though they're more problematic for the latter.

Friends required for jobs matter only at the time of promotion; falling below the required number of friends after the promotion doesn't result in a demotion. If, therefore, a contact expires before your Sim actually befriends him, your Sim won't lose any promotions gained thanks to the contact's contribution to your Sim's friend count. Your Sim won't, however, be eligible for promotion again until he or she replaces the expired contact and meets any additional friend requirements.

Friends required for influence capacity, however, are more precious. If a contact expires, reducing your Sim's friend count, and your Sim's number of friends is no longer enough for his or her current influence capacity, that capacity level and any influence points amassed within it are lost.

The lesson is: don't base your friend count too much on contacts, and befriend contacts before they expire.

The best way to handle contacts is to make them actual friends as quickly as you can. Interact with them extensively and promptly; their significant initial relationship with your Sim should make that easy. When your Sim achieves an actual friend relationship, losing the contact status has no effect save the change in the color of their Relationship panel portrait.



Influence can be elevated if you have a lot of contacts, but it's a temporary boost unless you quickly turn your contacts into friends.

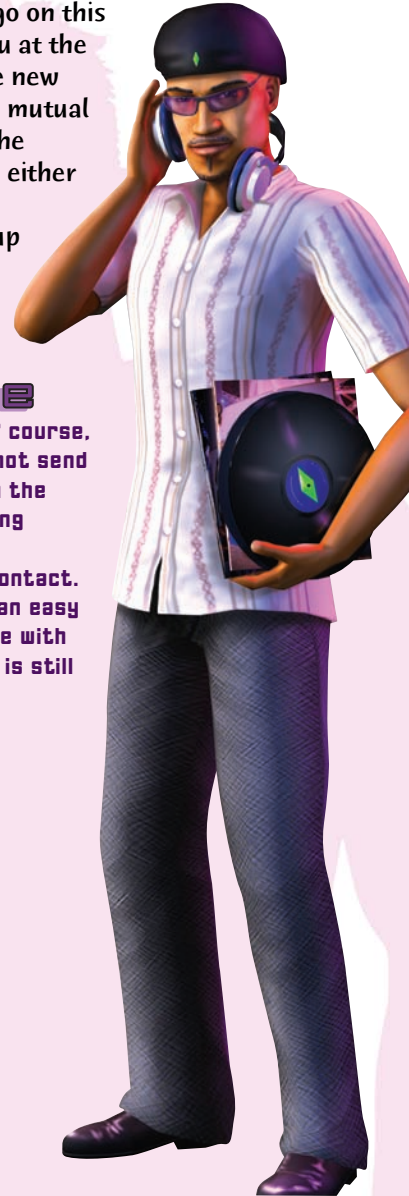
Fortunately, contacts try to make socializing easy. The first time a contact calls, he or she will invite your Sim on a new outing.

If you choose to go on this outing, waiting for you at the destination will be the new acquaintance and the mutual friend mentioned in the phone call, along with either other members of the previous outing's group or a random selection of Sims your Sim knows.



## note

You may, of course, choose to not send your Sim on the contact's offered outing without impacting the relationship with the contact. You will, however, miss an easy opportunity to socialize with the Sim while he or she is still a contact.



## Chapter 10

### THE LIFE VAMPIRIC

Something fearsome and dark has invaded your Sim's neighborhoods from the shady recesses of downtown. These undead beasts, few in number at first, can spread in time into every quiet street and sleepy cul-de-sac of your Sims' world.

The good news is vampires are a load of fun to be around and, frankly, to become; the cure is just a matter of buying a potion. Sure being a creature of the night requires compromises and some changes in routine, but there's no better nightlife than the undead nightlife.

This chapter explains how to become a vampire, how Sim existence is different for vampires, and how to stop being one.

### Becoming a Vampire

When you first install the *The Sims 2 Nightlife* expansion pack, there are only two vampires in each downtown neighborhood: the male and female Grand Vampires. These shadowy figures appear at random, exclusively on downtown Community Lots and, of course, only at night.

A vampire. In fact, this is one of the original Grand Vampires.



Vampires can be recognized by their pale skin, red eyes, and fangs. The Grand Vampires in

particular are iconically dressed in "classic" vampire garb and their names are always preceded by either "Count" or "Contessa."



After a while, any Sim can be vamped, making them look something like this.



#### note

Functionally, vampire "skin" is not actually a skin but rather a whole body tattoo. Thus, it cannot be passed on genetically or used as a skin tone for new Sims or in *Body Shop*.

Get too friendly with the local creatures of the night and your Sim will become one too.

If one of your Sims builds a sufficiently high relationship with a Grand Vampire or any of their undead progeny—after at least one of your playable Sims has been bitten, others can also be bitten and become vampires. Once that happens, the whole neighborhood is fair game.



**note**

It is possible to have an (almost) entire neighborhood of vampires but it won't happen automatically. Because townies are not replaced when they are "vamped," the population is not affected by the number of vampires in its midst. To completely vamp a neighborhood, however, your playable Sims will have to do most of the biting because townie vampires (including the Grand Vampires) can convert only 10 percent of the populace. Even with diligent nape-biting, however, you can't make *every soul* in the neighborhood into a vampire because anytime an NPC (e.g., Gardener or Maid) is vamped, he or she gets replaced by a living Sim. Your vampire utopia will just have to make do with a warm-blooded service sector.

The Grand Vampires will not autonomously bite any Sims until *one* of your playable Sims has been bitten. After that, they and any townies they vamp will build relationships and bite other townies freely but only until about 10 percent of the Sims in a neighborhood are vampires. Once this ceiling is reached, any further vampire expansion must be done by you and your playable Sims.

**note**

Whether your Sim will get bitten by a vampire depends on several factors including your Sim's Daily Relationship with the vampire (the higher it is, the greater the chance of a successful bite), whether your Sim is a Knowledge Aspiration Sim (Knowledge Sims get bitten at lower Daily Relationships), whether the vampire is the correct age and non-family (required for some but not all conditions), and your Sim's amount of Logic skill (the higher the Logic, the greater the Daily Relationship must be). See Chapter 7 for details.

Once your Sim is bitten, he or she immediately becomes a vampire.

## Vampires at Night



Sim vampires at night can party nonstop; their Needs never decay.

When the sun goes down, there are no more ardent revelers than the vampires. Unlike your average Sim, vampires can party all night without needing to eat, sleep, go to the bathroom, or shower; their Needs don't decay after sunset.

**note**

This doesn't mean that vampires can't be in a bad Mood, just that their Needs don't naturally decline over time. Objects and interactions can still deplete their Needs and, thus, drag down their Mood.

Furthermore, any Need depletion that occurred during the daytime has to be replenished before Needs and Mood can be full. For example, if a vampire needed to use the toilet just before sunset, he or she still needs to after sunset; the Need just won't get any worse. To fulfill the Need and stop its downward pull on his Mood, he or she still must take a potty break.

Thus, until the sun comes up in the morning, vampires have the unusual luxury of doing anything they please without having to stop to tend to their Needs.



Such a state makes socializing easier because (once they top off any Needs depleted before sunset) vampires' Moods are always high. It can also make promotions easier to get because a vampire can work skills without interruption or (if their job starts at night) always leave for work with a top-shelf Mood.

## Vampires in the Daytime

When the sun rises in the morning, vampires become just like any other Sim... if, that is, every other Sim bursts into flames when standing outside—which they don't.

A vampire in the sun begins to sizzle and smoke. Wait too long to get her inside and she'll be history.



If vampires venture outdoors or are caught outside when the sun rises, something very dire happens—their Needs begin to drop very, very quickly. If they remain in the sunshine until their Needs reach rock bottom, they'll suddenly combust and die (again).



### note

A sun-destroyed vampire can still be brought back to life by the Resurrect-O-Nomatron from the <I>The Sims 2

University<I> expansion pack. The resurrected Sim comes back as a vampire or, if you don't spend enough money on the resurrection, as a zombie vampire. Not that we recommend such a cruel fate, but think of the possibilities!

Going to a day job can be very painful for a vampire Sim.



Attached garages, however, really come in handy because your Sim can go from house to car without going outside.



Vampires should, therefore, venture outside only when absolutely necessary. If, for example, the vampire Sim has a job during the day, he or she can still go to work, but the run to the car could be harrowing.



### tip

Make sure a vampire's Needs are filled before running for the carpool during daytime. If his or her Needs are too low when he or she leaves the house, he or she might not make it to the shelter of the car.

Vampires should consider houses with attached garages so they can go directly from the house to the car without braving daylight. Thus can they avoid the Mood-damaging Need decay en route to work and its negative impact on job promotion.



A vampire can function during the day, but he'll have to spend a lot of time tending to his faster-than-normally decaying Needs.

As long as a vampire stays inside, his or her Needs decay faster than normal Sims, but not as precipitously as they would outdoors.



### note

The light from windows does not affect vampire Sims indoors, so there's no need to draw the blinds or paint the windows black.

Also safe is a Sim's car, even if it's parked outdoors. While sitting in the car, the vampire is considered indoors and therefore subject to vampire indoor (faster than normal Sims' but slower than in sunlight) Need decay.

Vampires do have one advantage during the day that can stop their daylight Need decay: the coffin.

## The Vampire Coffin (a.k.a. "The Deep Sleeper")



The coffin allows your vampire to take refuge during the day and freeze their motive decay until sunset.

When vampires sleep in a coffin, their Needs stop decaying just as they do at night. Meanwhile, the vampire's Comfort and Energy replenish just as they would in a normal bed. Of course, they can't do anything productive during this time, but nobody said being a vampire makes life simpler.

If you choose, you can use the coffin to rest your vampire all day, only bringing him out at night when he's at the peak of his abilities. This is thanks to the special way vampires sleep in coffins.



### note

During the day, vampires never accept an invitation or a date via phone.

Normally, an undisturbed Sim sleeps in a bed until his or her Energy Need is full, arising automatically when fully rested. Vampires in coffins, however, stay in their coffin until sunset even if their Energy Need is fulfilled. When the sun goes down, they arise of their own initiative.



### note

You can rouse a sleeping vampire early by using the Arise interaction on the coffin.

During the day, most vampires are drawn to sleeping in the coffin. Because doing so prevents your Sim from unwisely wandering outside in the sun, this can be the safest place to be.



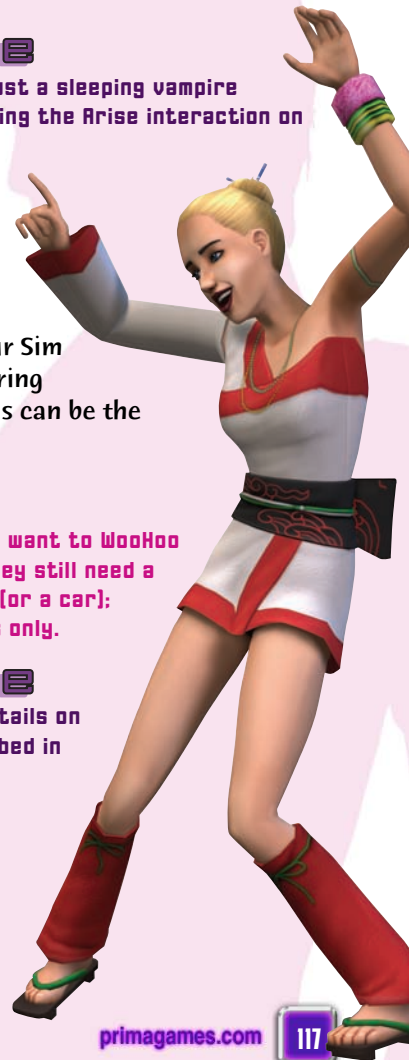
### tip

If vampires want to WooHoo at home, they still need a double bed (or a car); coffins are single beds only.



### note

Find full details on the coffin bed in Chapter 6.





## Other Vampire Facts of Life (err...Death)

Several other interesting realities come with being a vampire.

Vampires cast no reflection. Creepy!

### Vampires:

- ◆ Don't reflect in mirrors.
- ◆ Have their own Irritate social: Bleh!!!
- ◆ Can turn other Sims into vampires with the Bite Neck social.
- ◆ Have two special modes of locomotion: Stalk Here and Fly Here. Fly Here transforms your Sim into a bat and is especially useful because (like teleport) it's instantaneous and ignores an intervening obstacles and objects.
- ◆ Don't age; they (with two exceptions) remain in their current age group forever. If, however a teen vampire goes to college, he or she becomes a young adult vampire. Likewise, a vampire who graduates from college becomes an adult. They will, however, never age again.
- ◆ Can't starve to death or drown.
- ◆ Can reproduce. Vampirism is not hereditary and pregnant vampires have normal children.
- ◆ Produce a special set of photos when they use the photo booth object.



One of the coolest vampire abilities is the Fly Here mode of travel. You may not recognize your Sim in this state, but she'll get where she's going really fast.

## Curing Vampirism



### note

If you want to summon the matchmaker in order to buy a potion, you're still calling her for matchmaking services. Once she arrives, however, she's available for either service and there's no obligation to set up a blind date.

Vampirism can be cured at any time by buying a vial of Vamprocillin-D from the Gypsy Matchmaker. The potion can be bought when your Sims encounter her on a Community Lot or by calling her to your Sim's home.

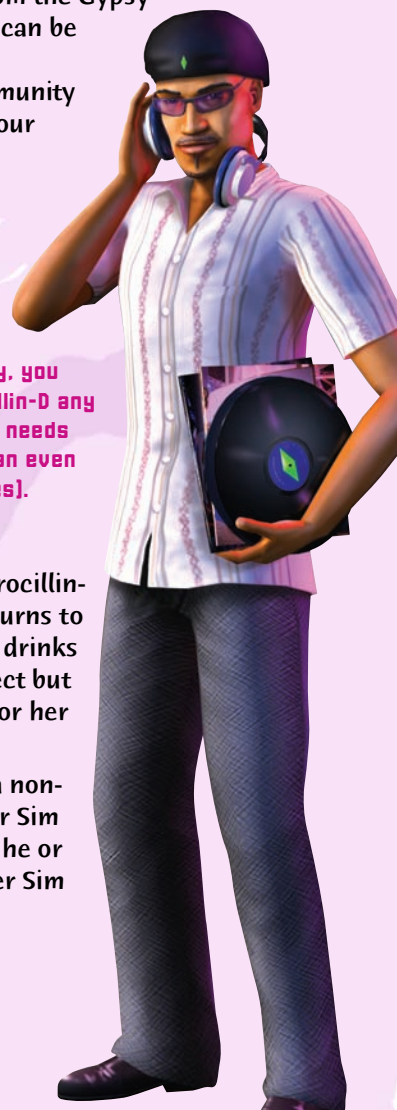


### tip

Because potions are kept in your Sim's inventory rather than consumed immediately, you can buy a vial of Vamprocillin-D any time and use it if your Sim needs to be cured quickly. You can even buy in bulk (up to 10 bottles).

Once a vampire Sim consumes a vial of Vamprocillin-D, he or she instantly returns to normal. If a non-vampire drinks this potion, it has no effect but does disappear from his or her inventory.

If you want to cure a non-controllable Sim and your Sim has sufficient influence, he or she can influence another Sim to take Vamprocillin-D.





## Chapter 11

## BUILD MODE ADDITIONS

The more varied kinds of lots you'll want for your downtown call for new features in Build mode. This chapter lays out the various new features and refined existing features that you'll see in *The Sims 2 Nightlife*.

## New Lot Sizes

Several new lot sizes, big and small, expand your possibilities by granting you different canvases on which to create your architectural work of art.

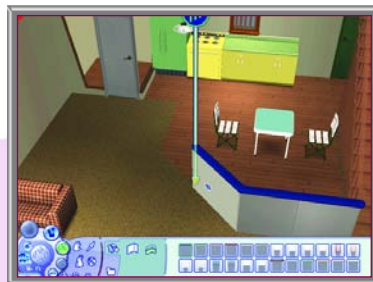


The new lot sizes add new dimensions to your community and residential spaces.

- |                |                 |
|----------------|-----------------|
| ◆ 3x1: \$900   | ◆ 2x4: \$4,200  |
| ◆ 2x2: \$1,600 | ◆ 5x2: \$5,500  |
| ◆ 2x3: \$2,900 | ◆ 5x6: \$18,500 |

## 1/2 Walls

1/2 walls are a brilliant way to break up a space without creating a new room.



Use 1/2 walls to partially delineate a space within a larger room.

These new dividers are found within the Wall tool panel and come in a variety of colors and configurations. Some are just unfinished half-height walls with colored trim on the top. Others actually extend higher than waist height, with either panes of glass or wooden spindles comprising their upper half.



## note

You can hang ceiling lights directly above 1/2 walls.

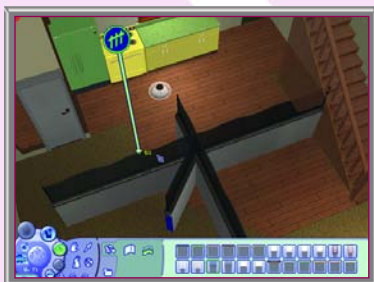
The bottom portion of the 1/2 wall is unfinished and will accept any wall covering.



Some 1/2 walls have upper portions made of glass or wooden spindles. These segments can be seamlessly combined with standard low 1/2 walls.



No matter which variety of 1/2 wall you employ, each comes in a variety of colors with unfinished wall portions that can be covered like a normal wall. What's more, different styles of 1/2 walls intelligently join at intersections to form even more interesting combinations.



Like fences, 1/2 walls can be joined at almost any angle.



You can't insert either doors or gates into 1/2 walls, so leave or cut spaces for Sims to walk through.

Though you'll find them staggeringly useful, there are several things 1/2 walls can't do:

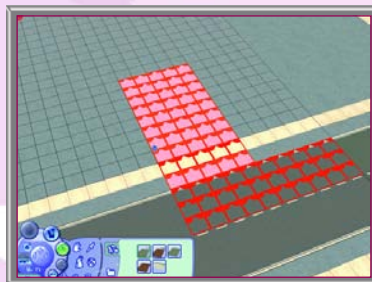
- ◆ They don't delineate a "room" for Environment score or any other gameplay purpose. For example, if a Sim commits a jealousy-inspiring act with the potentially jealous Sim on the other side of a 1/2 wall, the jealous Sim is still considered to be in the same room and, therefore, aware of the betrayal. The reason for this should be obvious: a 1/2 wall doesn't entirely block view, so anyone on the opposite side of one can see quite clearly.
- ◆ For the same reason, 1/2 walls don't block light.
- ◆ Despite their superficial similarity to fences and traditional walls, 1/2 walls cannot support a door or gate. To create pass-throughs, leave gaps in the 1/2 walls or delete segments of finished 1/2 walls.

- ◆ Because they don't reach the ceiling, 1/2 walls can't bear weight and therefore, can't provide support for floors above.

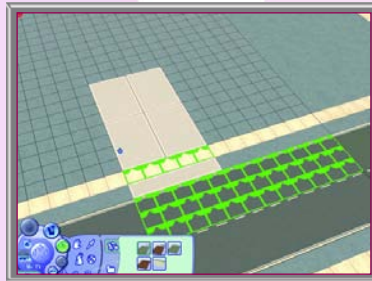
## Driveways and Garages

To have a car, a Sim must first have a driveway. The tools for this project are in the new Garage menu in Build mode.

Driveways are built using two different parts: the driveway itself and extenders.



The main driveway piece must be adjacent to the road and far enough away from the lot's right side. This piece is too close.



This one is just right!

The initial driveway piece comes in two surfaces: concrete (in asphalt and gray colors) or brick (red and yellow colors). For placement, it must physically touch the street in front of your Sim's lot. You'll notice when placing this L-shaped piece that it requires a lot of space and specific conditions:

- ◆ There must be seven tiles between the right side of your lot and the left edge of the driveway to give space for a car to approach from the right and turn onto the lot.

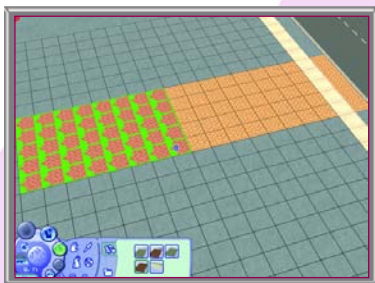


# BUILD MODE ADDITIONS

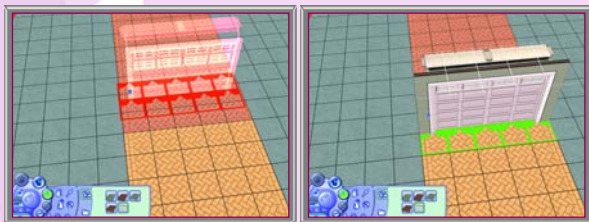
- ◆ There must be open space 10 tiles deep from the street.
- ◆ There must be clearance five tiles wide for the length of the piece.

If any of these conditions are lacking, you won't be able to place the driveway.

Extender pieces take the driveway farther back on the lot. Notice that the surface of the extender can be different from the main piece.



Once you choose a valid location, you may just stop there; the end piece is all you need to be able to buy a car. If, however, you wish the driveway to extend farther back on the lot, you'll need an extender. Extenders can be made of either material (they aren't required to match the main piece) and lengthen the driveway by eight tiles.



Garage doors must be placed *between* a main driveway piece and an extender or between two extenders. They can't cut through the middle of a piece or be placed at the end with no driveway beyond them.

The next question that presents itself is whether you want to build a garage. Or, more precisely, whether you want to build a garage door. Garage doors can be placed only on the joint between two driveway/extender pieces. To finish the garage, build walls around the entire extender

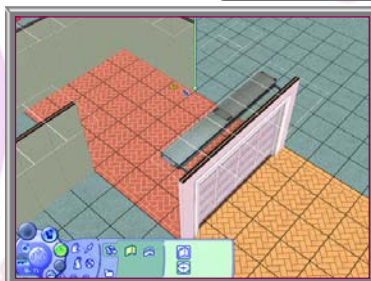
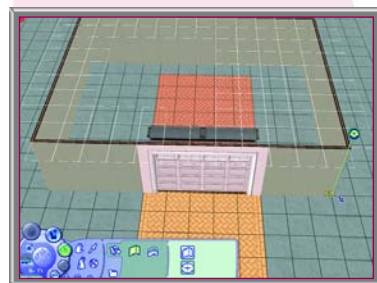
piece adjacent to the door. The walls must enclose the entire piece (8 tiles long by 10 tiles wide) because walls can't cut across the middle of the extender pieces.



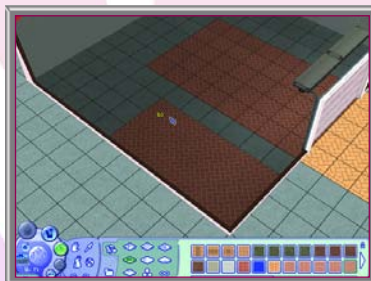
## note

If you build a garage door (even with no walls enclosing the garage) your Sim will always park the car beyond the door unless an object or another Sim is beyond the door and blocking the path.

Apart from the garage door, the actual garage structure is optional. If you want one, just build walls at least the length of one (or more) extender piece and any width you please.



Walls, like garage doors, can't cut across the middle of a driveway piece.



If your garage is wider than the driveway piece it encloses, lay down matching floor cover on the extra tiles.



## note

You cannot build a garage around a basic driveway piece, only around extender pieces.

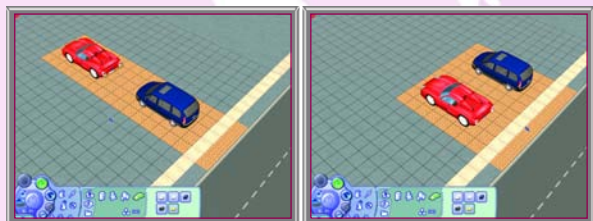




### tip

Make a garage larger than the driveway piece by laying floor tiles around it that match the surface of the driveway

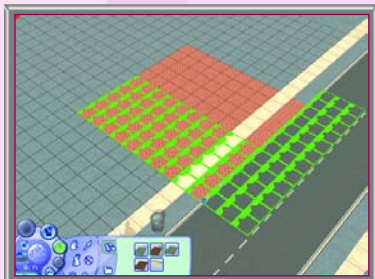
(**"Asymmetric Tessellations in Umbra"** or **"Square Off in Ochre"** for brick and **"Sid's Cement"** flooring or **"Terrific Tarmac"** asphalt for concrete).



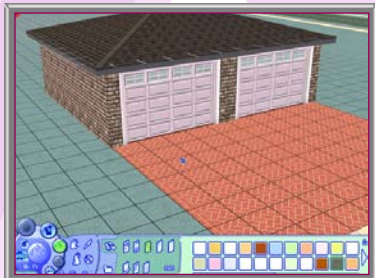
For multiple cars, either configuration will work.

To have more than one car in the household, each must have its own driveway piece. Thus, a two-car household must have either a main driveway piece and an extender or two side-by-side main pieces. If two cars share a single-width driveway, they magically work around each other if one is blocking the other.

For multi-car garages, lay main driveway pieces side by side.

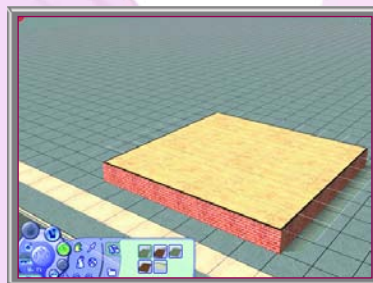


Then, place two garage doors and build the garage structure.

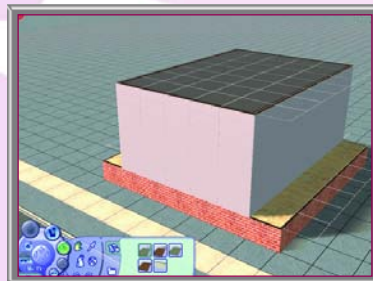


Because driveway pieces can be laid next to each other, you can create any number of side-by-side garages or driveways, each with its own garage door.

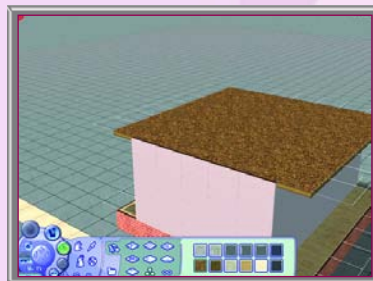
Instead of a garage, you can build a carport by constructing columns around the driveway and laying roof-ish floor tiles above it. To manage it, however, you need to be a bit tricky:



Build a foundation extending beyond (7 x 7 tiles, one tile back from the curb) the place you plan to put your driveway.

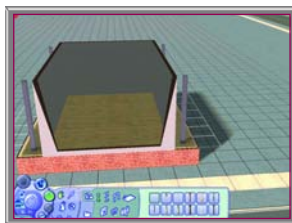


Build a wall where your carport will be on top of the foundation, leaving one row of tiles on either side.

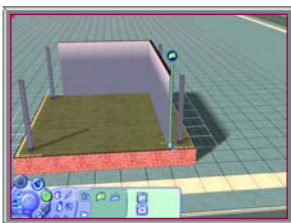


Place floor tiles on the second story above your "carport" space, including the overhang over the sides of the walls.

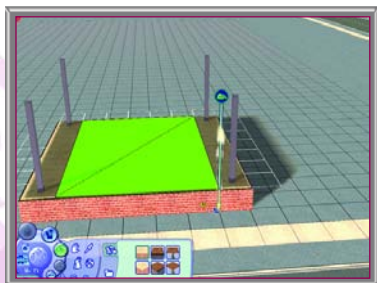
# BUILD MODE ADDITIONS



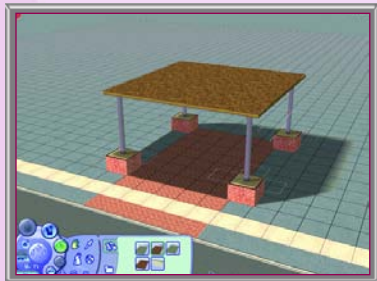
Place columns in the carport corners; they're not actually required but they look nice.



Delete the walls.

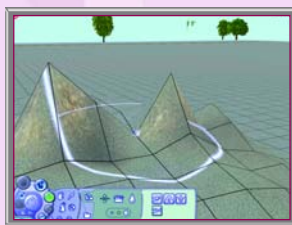


Delete the foundation where you want the driveway. Leave one tile of foundation under each column.

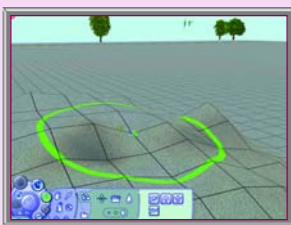


Lay down the main driveway piece.

## Terrain Smoothing Tool



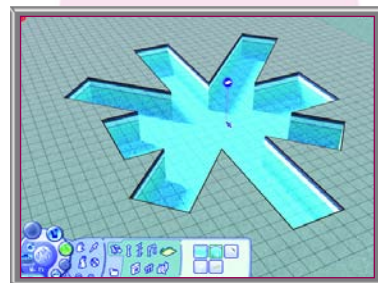
Sharp terrain can be lowered without making the ground flat and boring with the new Terrain Smoothing tool.



This new tool, found under the Terrain and Elevation menus, effectively smooths out rough terrain. It does this by taking all points within the radius (the size can be changed from very small to very large) and moving them to an average height relative to each other. The highest point in the affected area will still be the highest and the lowest will still be the lowest but the difference between them will be more gradual, smoother, and gentler.

## Non-Rectangular Pools

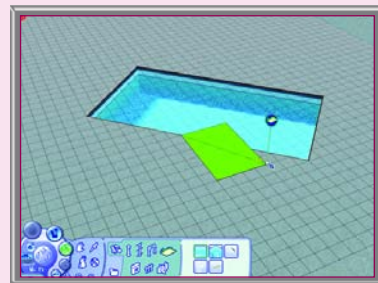
Can't do this without *The Sims 2 Nightlife*!



Want that asterisk-shaped pool of your Sims' dreams rather than those boring rectangular models? Well, wish no more and start digging.

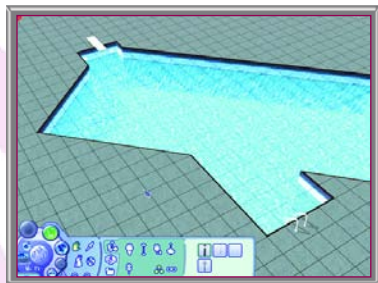
The creativity-limiting rectangular tool has been changed to allow for pools as small as 1 x 1 and has been supplemented with the addition of a diagonal Pool tool.

Pools of different orientation can be combined just like decks and foundations, simply laid overlapping each other.

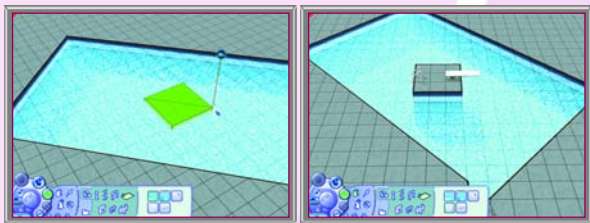




Note, however, that pool objects (lights, ladders, or diving boards) can't be applied to diagonal pools, so every pool that isn't purely decorative must have at least one rectangular section.



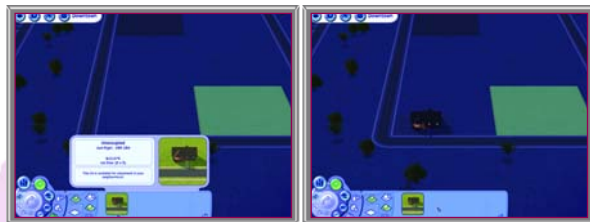
As with most Build Mode tools, holding **ctrl** while using the tool erases sections of pool. With the pool tools' new flexibility, however, it can also be used to create islands within pools. If the island is rectangular, it can even be adorned with a ladder and/or diving board and any objects your Sims don't mind swimming a bit to use (why not grill in the middle of the pool?).



To build an island, hold **ctrl** to "demolish" an area within the pool.

## Lot Bin Changes

Unoccupied houses placed in the Lots and Houses Bin can now be infinitely reproduced. When you place a lot from this bin, the original remains in the bin for placement again and again.



Placing an unoccupied lot from the Lots and Houses Bin no longer removes the lot from the bin. Instead, it remains as a template that you can place as many times as you wish.

Occupied lots, however, do not share this ability; placing them once deletes them from the bin.

To remove an unoccupied lot permanently, therefore, you must select it and press the Delete button in the bin's lower right corner.

## Building Under Connecting Columns

You may now build most anything you like beneath the arch of connecting columns. Place a table, a chair, a pinball machine, or a swimming pool if your architectural whims dictate.

## Roof Pitch Cheat



A normal roof

The same house with a 75-degree roof pitch—a bit extreme, perhaps



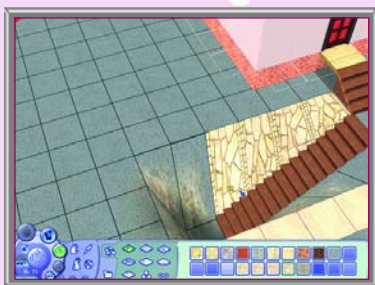
# BUILD MODE ADDITIONS

This cheat permits you to change the default roof pitch of all roofs on a lot to any angle between 15 and 75 degrees.

While in Build mode, bring up the Cheat console and input "roofslopeangle" and the angle you desire. All roofs on all structures on the lot immediately shift to the new pitch.

## Sloped Flooring

Floor tiles now cover sloping terrain when it can't be otherwise leveled.



Floor tiles now cover sloped terrain if it can't be leveled. For example, when connecting stairs are cut into the ground, the adjacent tiles are sloped to connect the stairs to the surface. These tiles can't be flattened without destroying the stairs but couldn't previously be covered. Now, you'll find that they can.

## New Walls and Floors

*The Sims 2 Nightlife* contains more than 300 new wall and floor covering styles.

## New Build Mode Objects

Objects	Purchase Price	Initial Depreciation	Daily Depreciation	Depreciation Limit
Creaky Branches Designer Tree	\$215	\$32	\$22	\$86
Driveway—Brick	\$200	\$30	\$20	\$80
Driveway—Concrete	\$150	\$23	\$15	\$60
Driveway Extension Piece—Brick	\$350	\$53	\$35	\$140
Driveway Extension Piece—Concrete	\$300	\$45	\$30	\$120
Easy Swing Door	\$250	\$15	\$10	\$40
Gone Legit by The Family Furnishings	\$95	\$15	\$10	\$40
Hartford Connecting Arched Column	\$120	\$0	\$0	\$0
OpenAuto Garage Door	\$600	\$90	\$60	\$240
OpenMe Arch	\$220	\$34	\$23	\$92
OpenMe Door	\$225	\$15	\$10	\$40
OpenMe Window	\$100	\$13	\$9	\$36
OpenMe Window Wide	\$210	\$30	\$20	\$80
The Sentry by WroughtCo	\$190	\$28	\$19	\$76

### Chapter 12

## DOWNTOWN

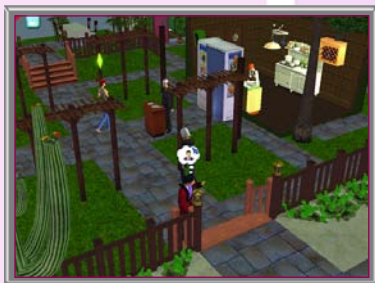
### A Tour of Downtown

#### Community Lots

Each of the profiles listed below details the activities and services your Sim will find upon arriving.

##### Bernard's Botanical Dining

- ◆ Attractions: Restaurant, photo booth, swing set, chess board, darts, bubble blower



##### Cold Issue Clothing

- ◆ Attractions: Clothes shopping, magazine shopping, cologne shopping, clothing booths, grill, gadget kiosk



##### Comandgo Emporium

- ◆ Attractions: Grill, clothing shopping, video game shopping, clothing booth, cologne shopping, TV



##### Crypt O' Night Club

- ◆ Attractions: Pinball, dance spheres, DJ booth, photo booth, restaurant, bar



##### Deh'Javu Modern Art Museum

- ◆ Attractions: Grills, espresso bar, TV, chess



#### note

Be sure to check out the flaming toilet...but don't sit on it!

## FM

- ◆ Attractions: Karaoke, restaurant, photo booth, stereo



## Fresh Rush Grocery

- ◆ Attractions: Photo booth, grocery shopping, cologne shopping, video game shopping, grill, magazine shopping, swing set, gadget kiosk



## Go Here Sunshine Park

- ◆ Attractions: Chess, grills, espresso bar



## Gothier Green Lawns



### note

The town cemetery. Great place to move tombstones/urns from your residential lots.

- ◆ Attractions: Television, bookshelf, grill, card table, computer



## Hans' Trap Door Corp

- ◆ Attractions: Clothes shopping, cologne shopping, grill, clothing booth, gadget kiosk



## Londoste

- ◆ Attractions: Restaurant, bar, chess, darts



## Lost in Love Hedge Maze

- ◆ Attractions: Grill, pool, chess, swing set, photo booth





### Lucky Shack Cards and Drink

- ◆ Attractions: Card tables, karaoke, bar, grill, juice barrel



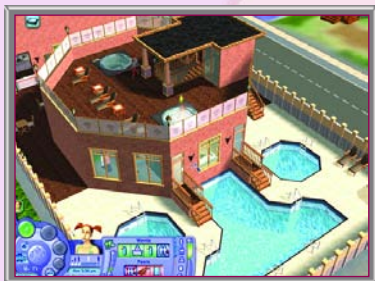
### LuLu Lounge

- ◆ Attractions: Bar, grill, hot tub, DJ booth, dance sphere



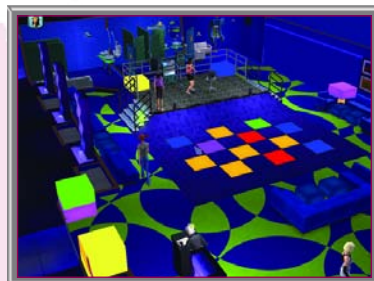
### Maple Springs Pool and Spa

- ◆ Attractions: Swimming pools, hot tub, chess, cologne shopping, clothing shopping, clothing booth, darts, grill, dance sphere, workout benches, espresso bar



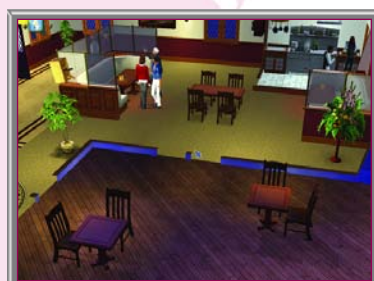
### Midnight Flows

- ◆ Attractions: Restaurant, karaoke, bar, jukebox, bubble blower



### One-Twenty-Five Café

- ◆ Attractions: Restaurant, chess, darts, espresso machine



### Oresha Family Dining

- ◆ Attractions: Swing set, restaurant, chess, Myshuno, photo booth



### P.U.R.E.

- ◆ Attractions: Bar, DJ booth, hot tubs, grills, computer, dance sphere



## Red's Famous '50s Diner

- ◆ Attractions: Restaurant, jukebox, pinball, photo booth, pool table



## Rodney's Hideout

- ◆ Attractions: Piano, card tables, restaurant, pool table



## Sim Center North

- ◆ Attractions: Swing set, grills, darts, piano, chess, musical instruments, bonfire, espresso bar



## Sim Center South

- ◆ Attractions: Grills, swimming pool, Myshuno, chess



## SimBowl Lanes

- ◆ Attractions: Pinball, restaurant, bowling, pool table



## Similar Sights Sculpture Park

- ◆ Attractions: Grills, chess, photo booth, bubble blower, espresso bar





### Sims Gone Wired

- ◆ Attractions: Pinball, video game shopping, magazine shopping, chess, bookshelves, computers, restaurant, TV, gadget kiosk, espresso bar



### Speedy's Fast Lanes Bowling and Eats

- ◆ Attractions: Bowling, jukebox, pinball, restaurant, pool table



### Sugar Cube Bowling

- ◆ Attractions: Grill, DJ booth, bowling, bar, photo booth, pool table



### The Corner Shoppes

- ◆ Attractions: Cologne shopping, video game shopping, magazine shopping, clothes shopping, clothing booths, grills, pinball, photo booth



### The Hub

- ◆ Attractions: DJ booth, dance sphere, bar, darts, restaurant



### Residential Lots

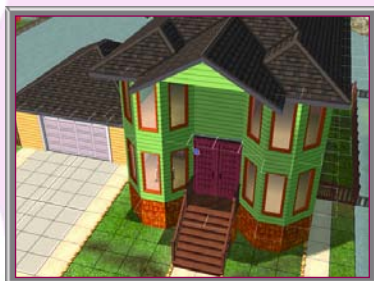


#### note

All residential lots in downtown are basically furnished and feature at least a driveway for a personal vehicle.

### 103 Custer Boulevard

- ◆ Bedrooms: 3
- ◆ Garage: Detached





# Chapter 12

## DOWNTOWN

### 105 Custer Boulevard

- ◆ Bedrooms: 2
- ◆ Garage: Detached



### 107 Custer Boulevard

- ◆ Bedrooms: 2
- ◆ Garage: Attached



### 201 Custer Boulevard

- ◆ Bedrooms: 2
- ◆ Garage: n/a



### 205 Custer Boulevard

- ◆ Bedrooms: 2
- ◆ Garage: Detached



### 31 Mendoza Lane

- ◆ Bedrooms: 1
- ◆ Garage: n/a



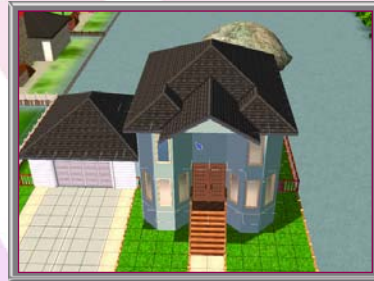
### 33 Mendoza Lane

- ◆ Bedrooms: 1
- ◆ Garage: n/a

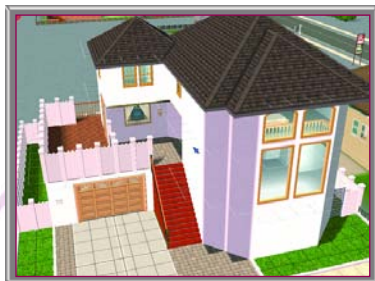


### 34 King Street

- ◆ Bedrooms: 2
- ◆ Garage: Detached



### 35 King Street



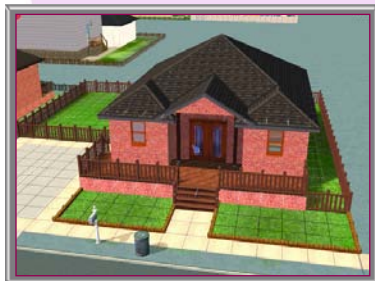
- ◆ Bedrooms: 3
- ◆ Garage: Attached

### 35 Mendoza Lane



- ◆ Bedrooms: 2
- ◆ Garage: n/a

### 36 Greaves Avenue



- ◆ Bedrooms: 2
  - ◆ Garage: n/a
- [EBL]

### 37 Mendoza Lane



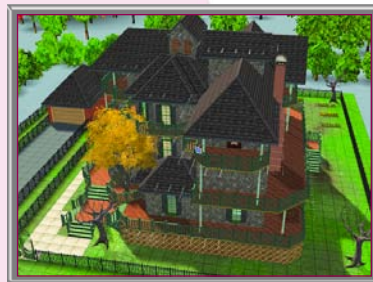
- ◆ Bedrooms: 1
- ◆ Garage: n/a

### 38 Greaves Avenue



- ◆ Bedrooms: 2
- ◆ Garage: n/a

### House of Fallen Trees



- ◆ Bedrooms: 4
- ◆ Garage: Detached



### tip

Whatever you do, don't look in the basement!

## Building Custom Downtowns

In general, building custom downtowns is no different from building any other neighborhood, but a few options are new with this expansion pack.

Use the Add a Nightlife Destination button to design your own downtown that can be attached to any base neighborhood.



Downtowns, unlike base neighborhoods, are created using the Downtown dialog box that you used to associate or navigate to downtowns. Click on the Add a Nightlife Destination button and select a terrain map just as you would with a normal neighborhood.

The terrain map you choose dictates the topography of your downtown. Don't, however, worry about the type of terrain shown in the picture; you can change that.



Next, name your downtown and select the material for the terrain. Previously, you could only choose Lush or Desert but *The Sims 2 Nightlife* adds two more: Dirt and Concrete.



Give your downtown a name and pick the kind of terrain. You have two new choices: Dirt and Concrete.



### note

The Dirt and Concrete terrain type can be used for any kind of neighborhood, not just downtowns.

Once the downtown is generated and automatically associated with the base neighborhood, the next step is to create your lots. There are no hard-and-fast rules as to what goes in a downtown, but your Sims likely expect it to be largely composed of Community Lots. Use all of the existing and new objects to build destinations that can satisfy all your Sims' needs and make for effective outings and dates.

To delete a neighborhood, click on its icon in the Downtown chooser menu to open its detail view, then click on the small trash icon to the right of the downtown's thumbnail. Since you can never delete *all* downtowns, the trash icon will only appear when you have more than one downtown in the chooser.

## Building Restaurants

Though the rules and conventions of Community Lot building apply equally to downtowns, a new ability comes with this expansion pack. You may now build functioning restaurants, but you must follow very strict rules for their basic operation.





For a working restaurant, you need a host podium...



...at least one table...



...at least one chair...



...and a restaurant stove.

Any lot can be or contain a restaurant; a functioning eatery is not defined by the lot but rather by a set of required objects. To operate as a restaurant, a lot must have:

- ◆ At least one host podium ("Gastronomique" Restaurant Podium)
- ◆ A food service stove (Tempest Cooktop from Cuas)
- ◆ At least one dining table or counter piece
- ◆ At least one chair

If any of these elements are missing, the restaurant will not function and your Sims won't be able to dine. A nonfunctioning restaurant displays an "under construction" sign on the host's podium and the Host, Waiter, and Chef may be absent. Until the missing objects are placed, a restaurant does not technically exist.

If any essential elements are missing, the host podium looks like this.



Beyond these strict but simple rules, you can do a few things to make your restaurant function smoothly:

- ◆ Keep lots of open space around the host podium and never build it against a wall or a 1/2 wall. Sims converge around the Host, so keep things open to prevent traffic jams.
- ◆ The stove should always have at least two open tiles in front of it (preferably more) so the Chef can work without impeding the Server picking up food.
- ◆ Keep the entry to the kitchen clear of objects and foreseeable traffic jams. Consider having two different ways into the kitchen.
- ◆ Tables must be at least one tile apart so the Server has room to move around them.
- ◆ Build booths around two-tile tables so Sims can sit next to each other and use the new booth socials. Booths around one-tile tables don't permit this.
- ◆ One Server works seven tables. If, for example, you add an eighth table, you'll have two Servers. If space is limited, consider adding a second *podium* because it adds a second Server (and Host, of course) to the lot regardless of the number of tables. Note, however, that the increase in efficiency might reduce your game's performance because having more Servers increases the number of NPCs on the lot.
- ◆ Keep several tables near the Host for easy flow. The Host always seats Sims at the nearest open table, so keep it a short walk for the busy Host.
- ◆ Build with at least two different ways of leaving the restaurant. If you want Sims to be able to skip out on the bill, there must be more than one way to leave the restaurant area for the other parts of the lot.

## Chapter 13

## CHEATS

To summon the Cheat window, press **ctrl** + **shift** + **C**.

- ◆ **familyfunds [FAMILYNAME] #:** Used in neighborhood view with a household selected either on their lot or in the Family Bin. Insert the family name to be changed. The "#" equals the amount of money the family will have after the cheat is applied. If you want the Tester family with \$5,000 to have \$10,000, then click on their household or their icon in the Family Bin and input "familyfunds Tester 10000". If you instead want to add or subtract from family funds, type "familyfunds Tester +5000". Either way, the Tester family will end up with \$10,000.
- ◆ **roofslopeangle [15–75]:** In Build mode, adjusts the slope angle on all roofs on a lot.
- ◆ **showHeadlines [on/off]:** Makes invisible all thought balloons, relationship change indicators (+s and -s), and any other overhead headlines. Useful for movie making.
- ◆ **unlockCareerRewards:** For the currently selected Sim, all career reward objects are available in the Reward panel.
- ◆ **maxMotives:** Sets all needs for all playable and autonomous Sims on the lot to full.
- ◆ **motiveDecay [on/off]:** Turns natural need decay on or off.
- ◆ **aspirationPoints #:** For the currently selected Sim, adds the specified number of Aspiration points to their total. This permits them to get more "expensive" Aspiration reward objects.
- ◆ **lockAspiration [on/off]:** Freezes Aspiration point decay for all Sims on the lot.

- ◆ **aspirationLevel [0–5]:** Changes Sims' Aspiration level. 0 puts them in the lowest rung and 5 in the Platinum Aspiration level.
- ◆ **agesimscheat [on/off]:** Adds "Set Age" to the Interaction menu. Any Sim you click on can be set to any age group you desire.
- ◆ **setLotLightingFile [filename]:** Change lighting by choosing an alternative lighting file. The original can be found in *C:\Program Files\EA GAMES\The Sims 2 Nightlife\TSData\Res\Lights*. Place your new lighting file in this folder and use the cheat to specify the file name for the open lot. To restore the lot back to original lighting settings, input "setLotLightingFile clear".





## Chapter 14

# JOBS BY CAREER LEVEL

## Adult Careers

Adult careers can be held by adults or elders, but elders must already be in an adult career track when they transition from adult to elder.

There are 10 adult careers from which to choose, each with 10 job levels.



### Level 1 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Team Mascot	0	0	0	0	0	0	0	0	3p–9p
Business	Mailroom Technician	0	0	0	0	0	0	0	0	9a–3p
Criminal	Pickpocket	0	0	0	0	0	0	0	0	11a–5p
Culinary	Dishwasher	0	0	0	0	0	0	0	0	2p–10p
Law Enforcement	Security Guard	0	0	0	0	0	0	0	0	8p–2a
Medical	Emergency Medical Technician	0	0	0	0	0	0	0	0	8a–2p
Military	Recruit	0	0	0	0	0	0	0	0	7a–1p
Politics	Campaign Worker	0	0	0	0	0	0	0	0	9a–6p
Science	Test Subject	0	0	0	0	0	0	0	0	11a–5p
Slacker	Golf Caddy	0	0	0	0	0	0	0	0	5a–10a

### Level 2 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Minor Leaguer	0	1	0	0	0	0	0	0	9a–3p
Business	Executive Assistant	0	0	0	0	1	0	0	0	9a–4p
Criminal	Bagman	0	0	0	0	0	0	0	0	5p–1a
Culinary	Drive Through Clerk	0	0	0	0	0	0	0	0	5p–9p
Law Enforcement	Cadet	0	1	0	0	0	0	0	0	9a–3p
Medical	Paramedic	0	0	0	0	0	0	1	0	8p–2a
Military	Elite Forces	0	0	0	0	0	0	0	0	7a–1p
Politics	Intern	0	0	0	0	0	0	0	0	9a–3p
Science	Lab Assistant	0	0	0	0	0	1	1	0	4p–10p
Slacker	Gas Station Attendant	0	0	0	0	0	0	0	0	10p–3a



## JOBS BY CAREER LEVEL



DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Mon & Thu	5	\$154	\$770	-48	-48	-60	0	-60	18	-60
Sun & Fri	5	\$168	\$840	-48	-48	-18	24	-24	-18	-48
Mon & Thu	5	\$196	\$980	-48	0	-60	-30	-60	30	-30
Mon & Fri	5	\$126	\$630	-64	-40	-80	-32	-80	-24	-24
Mon & Fri	5	\$336	\$1,680	-48	-60	-6	-30	-12	-6	-6
Mon & Sat	5	\$280	\$1,400	-48	-48	-18	24	-24	-18	-48
Mon & Wed	5	\$350	\$1,750	-60	-30	-60	0	-60	-30	-30
Mon & Wed	5	\$308	\$1,540	-72	-72	-27	36	-36	-27	-72
Sun & Fri	5	\$217	\$1,085	-48	-30	-60	-24	-60	-12	-42
Mon & Sat	5	\$126	\$630	-40	-40	-15	20	-20	-15	-40

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Tue & Thu	5	\$238	\$1,190	-48	-48	-60	0	-42	18	-48
Mon & Sat	5	\$252	\$1,260	-56	-56	-21	28	-28	-21	-56
Mon & Wed	5	\$280	\$1,400	-64	0	-80	-16	-56	24	-24
Mon & Wed	5	\$168	\$840	-32	-16	-40	4	-28	-4	-20
Mon & Sat	5	\$448	\$2,240	-48	-30	-60	24	-42	18	-60
Wed & Fri	5	\$385	\$1,925	-48	-48	-18	24	-24	-18	-48
Wed & Fri	5	\$455	\$2,275	-48	-30	-60	0	-42	-18	-24
Sun & Fri	5	\$420	\$2,100	-48	-48	-18	24	-24	-18	-48
Mon & Sat	5	\$322	\$1,610	-36	-42	-30	12	-42	12	12
Mon & Thu	5	\$154	\$770	-40	-40	-15	20	-20	-15	-40



## Level 3 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Rookie	0	2	0	0	0	0	0	0	9a-3p
Business	Field Sales Rep	0	0	0	0	2	0	0	0	9a-4p
Criminal	Bookie	0	0	1	0	0	0	0	0	11a-6p
Culinary	Fast Food Shift Manager	0	0	1	0	0	0	0	0	5p-10p
Law Enforcement	Patrol Officer	0	2	0	0	0	0	0	0	3p-11p
Medical	Nurse	1	0	0	0	0	0	2	0	7a-2p
Military	Drill Instructor	0	1	0	1	0	0	0	0	7a-1p
Politics	Lobbyist	0	0	0	0	0	0	0	0	8a-2p
Science	Field Researcher	1	0	0	0	0	1	3	0	9a-3p
Slacker	Convenience Store Clerk	0	0	0	1	0	0	0	0	9a-3p

## Level 4 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Starter	0	3	0	0	1	0	0	1	9a-3p
Business	Junior Executive	0	0	1	0	2	0	0	1	9a-4p
Criminal	Con Artist	0	0	3	0	0	0	0	1	9a-3p
Culinary	Host/Hostess	1	0	2	0	0	0	0	1	10a-4p
Law Enforcement	Desk Sgt	1	2	0	0	0	0	0	1	9a-3p
Medical	Intern	2	0	0	2	0	0	4	1	9a-6p
Military	Junior Officer	0	1	0	2	1	0	0	0	7a-1p
Politics	Campaign Manager	1	0	1	0	0	0	0	1	8a-5p
Science	Science Teacher	1	0	0	0	0	2	5	1	8a-3p
Slacker	Record Store Clerk	0	0	0	1	1	0	0	0	10a-3p

## Level 5 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	All Star	0	6	0	0	2	0	0	2	9a-3p
Business	Executive	2	0	1	0	4	0	0	1	8a-3p
Criminal	Getaway Driver	0	1	4	2	0	0	0	2	10p-6a
Culinary	Waiter/Waitress	3	0	2	0	0	0	0	2	2p-7p
Law Enforcement	Vice Squad	1	3	0	0	0	0	0	2	10a-4p
Medical	Resident	3	0	0	3	0	0	5	2	6p-1a

## JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Tue & Wed	5	\$322	\$1,610	-48	-48	-48	0	-36	30	-48
Tue & Thu	5	\$350	\$1,750	-56	-56	-21	28	-28	-21	-56
Tue & Wed	5	\$385	\$1,925	-56	-35	-56	28	-42	35	35
Wed & Thu	5	\$182	\$910	-40	-30	-40	20	-30	15	15
Wed & Fri	5	\$552	\$2,760	-64	0	-64	80	-48	8	-64
Mon & Thu	5	\$476	\$2,380	-56	-56	-21	28	-28	-21	-56
Mon & Tue	5	\$560	\$2,800	-48	-30	-24	0	-36	30	-18
Sun & Sat	5	\$504	\$2,520	-48	-48	-18	24	-24	-18	-48
Wed & Fri	5	\$448	\$2,240	-48	-36	-48	-18	-36	18	-24
Mon & Tue	5	\$210	\$1,050	-48	-48	-18	24	-24	-18	-48

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Tue & Thu	5	\$420	\$2,100	-48	-48	-18	0	-24	30	-24
Wed & Sun	5	\$448	\$2,240	-56	-56	-21	35	-28	-21	-28
Sun & Sat	5	\$490	\$2,450	-36	-18	-6	60	-24	30	36
Mon & Tue	5	\$242	\$1,210	-48	-30	-12	30	-24	18	-12
Sun & Sat	5	\$616	\$3,080	-30	-36	-18	30	-24	30	-18
Tue & Fri	5	\$574	\$2,870	-81	-72	-27	45	-36	-27	-45
Sun & Sat	5	\$630	\$3,150	-48	-36	-18	0	-24	18	18
Tue & Wed	5	\$602	\$3,010	-64	-64	-24	40	-32	-24	-32
Sun & Sat	5	\$525	\$2,625	-56	-42	-14	35	-28	35	42
Tue & Thu	5	\$252	\$1,260	-40	-40	-15	25	-20	-15	-20

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Tue & Wed	5	\$539	\$2,695	-36	-48	-48	0	-24	36	-12
Sun & Sat	5	\$560	\$2,800	-42	-56	-14	35	-28	-14	-14
Sun & Sat	5	\$595	\$2,975	-48	-40	-64	-24	-32	16	64
Tue & Wed	5	\$308	\$1,540	-45	-25	-25	35	-25	30	-40
Tue & Wed	5	\$686	\$3,430	-36	-30	-30	30	-24	36	-30
Wed & Thu	5	\$672	\$3,360	-42	-56	-14	35	-28	-14	-35





## Level 5 Careers continued

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Military	Counter Intelligence	0	4	0	2	2	0	0	0	8a–2p
Politics	City Council Member	2	0	2	0	2	0	0	2	9a–3p
Science	Project leader	2	0	0	0	0	3	6	2	10a–5p
Slacker	Party D.J.	0	0	1	1	2	0	0	2	11p–4a

## Level 6 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	MVP	0	8	0	1	3	0	0	3	9a–3p
Business	Senior Manager	3	0	3	0	4	0	0	2	8a–3p
Criminal	Bank Robber	0	2	5	4	0	0	0	3	3p–11p
Culinary	Prep Cook	3	0	2	0	0	3	0	2	9a–3p
Law Enforcement	Detective	4	3	0	0	0	0	2	3	9a–3p
Medical	General Practitioner	4	0	0	4	0	0	6	3	10a–6p
Military	Flight Officer	0	5	0	4	3	0	0	1	9a–3p
Politics	State Assemblyperson	3	0	2	0	4	0	0	3	9a–4p
Science	Inventor	4	0	0	0	0	4	6	3	10a–7p
Slacker	Projectionist	0	0	1	3	2	0	0	4	6p–1a

## Level 7 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Superstar	0	10	0	2	4	0	0	4	9a–4p
Business	Vice President	4	0	3	0	5	0	0	1	8a–4p
Criminal	Cat Burglar	0	5	7	4	0	0	0	3	9p–3a
Culinary	Sous Chef	4	0	4	0	0	4	0	3	2p–9p
Law Enforcement	Lieutenant	5	4	0	0	0	0	4	5	9a–3p
Medical	Specialist	5	0	0	7	0	0	7	4	10a–4p
Military	Senior Officer	0	6	0	5	3	0	0	3	8a–2p
Politics	Congressperson	4	0	3	0	6	0	0	5	9a–3p
Science	Scholar	5	0	0	0	0	5	7	3	8a–1p
Slacker	Home Video Editor	0	0	2	4	2	0	0	5	11a–5p

## JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Wed & Thu	5	\$700	\$3,500	-36	-36	-12	0	-24	48	-12
Sun & Sat	5	\$679	\$3,395	-36	-48	-12	30	-24	-12	-12
Mon & Thu	5	\$630	\$3,150	-42	-28	-28	35	-28	42	42
Tue, Wed, Thu	4	\$385	\$1,540	-30	-40	-10	25	-20	10	-10

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Tue, Wed, Thu	4	\$893	\$3,572	-24	-48	-30	0	-30	18	-12
Sun & Sat	5	\$728	\$3,640	-42	-56	-14	35	-28	-14	-14
Sun & Sat	5	\$742	\$3,710	-32	-40	-40	-40	-40	24	-64
Mon & Tue	5	\$469	\$2,345	-36	-30	-54	-6	3	18	-30
Mon & Tue	5	\$756	\$3,780	-24	0	-24	30	-30	18	-24
Sun & Sat	5	\$770	\$3,850	-48	-64	-16	40	-32	-16	-16
Sun & Sat	5	\$770	\$3,850	-24	-6	-30	0	-30	18	18
Sun & Sat	5	\$756	\$3,780	-42	-56	-14	35	-28	-14	-14
Tue & Thu	5	\$756	\$3,780	-36	-36	-9	-27	-45	99	54
Wed & Thu	5	\$392	\$1,960	-42	-56	-14	35	-28	-14	-14

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Tue, Wed, Thu	4	\$1,190	\$4,760	-35	-56	-28	0	-28	28	-7
Sun & Sat	5	\$924	\$4,620	-40	-64	-16	48	-32	-8	-8
Tue & Thu	5	\$896	\$4,480	-30	-6	-24	-42	-24	36	-48
Tue & Thu	5	\$812	\$4,060	-42	-21	-49	21	3	28	-21
Sun & Sat	5	\$826	\$4,130	-30	-30	-24	36	-24	24	-24
Sun & Sat	5	\$875	\$4,375	-30	-48	-12	36	-24	-6	-6
Sun & Sat	5	\$812	\$4,060	-30	-18	-24	0	-24	24	18
Sun & Sat	5	\$840	\$4,200	-30	-48	-12	36	-24	-6	-6
Sun & Sat	5	\$896	\$4,480	-25	-20	-10	30	-20	20	20
Tue, Wed, Thu	4	\$613	\$2,452	-30	-48	-12	36	-24	-6	-6



## Level 8 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Assistant Coach	0	10	0	4	5	0	0	5	9a-2p
Business	President	6	0	4	0	5	0	0	1	8a-4p
Criminal	Counterfeiter	0	6	7	7	0	0	0	4	9a-3p
Culinary	Executive Chef	6	0	5	0	0	5	0	4	9a-3p
Law Enforcement	SWAT Team Leader	6	5	0	0	0	0	6	6	11a-6p
Medical	Surgeon	7	0	0	9	0	0	8	5	10a-4p
Military	Commander	0	7	0	5	5	0	0	4	9a-3p
Politics	Judge	7	0	3	0	8	0	0	6	10a-2p
Science	Top Secret Researcher	8	0	0	0	0	6	7	3	10a-3p
Slacker	Freelance Photographer	0	0	3	4	3	0	0	7	2p-7p

## Level 9 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Coach	0	10	0	7	7	0	0	6	9a-3p
Business	CEO	7	0	6	0	6	0	0	1	9a-4p
Criminal	Smuggler	0	7	9	7	0	0	0	5	2a-8a
Culinary	Restaurateur	7	0	7	0	0	8	0	6	2p-10p
Law Enforcement	Police Chief	9	7	0	0	0	0	7	8	8a-4p
Medical	Medical Researcher	8	0	0	0	0	0	9	7	11a-6p
Military	Astronaut	0	10	0	6	5	0	0	5	9a-3p
Politics	Senator	8	0	5	0	9	0	0	8	9a-6p
Science	Theorist	9	0	0	0	0	7	9	5	10a-2p
Slacker	Freelance Web Designer	0	0	4	4	4	0	0	10	10a-3p

## Level 10 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Hall of Famer	0	10	0	7	10	0	0	8	11a-5p
Business	Business Tycoon	9	0	7	0	8	0	0	1	10a-4p
Criminal	Criminal Mastermind	0	8	10	10	0	0	0	7	5p-11p
Culinary	Celebrity Chef	8	0	10	0	0	10	0	7	3p-8p
Law Enforcement	Captain Hero	9	10	0	0	0	0	8	10	10a-4p
Medical	Chief of Staff	10	0	0	0	0	0	10	9	9a-4p
Military	General	0	10	0	8	7	0	0	6	10a-4p
Politics	Mayor	10	0	7	0	10	0	0	10	10a-4p
Science	Mad Scientist	10	0	0	0	0	9	10	8	10p-2a
Slacker	Professional Party Guest	0	0	5	4	5	0	0	13	10p-2a



## JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Tue, Wed, Thu	4	\$1,488	\$5,952	-25	-40	-35	0	-35	5	-15
Tue, Sat, & Sun	4	\$1,400	\$5,600	-40	-64	-16	48	-32	8	0
Sun & Sat	5	\$1,064	\$5,320	-30	-36	-42	-36	-42	18	48
Tue, Wed, Thu	4	\$1,208	\$4,832	-30	-36	-24	36	3	42	-12
Sun & Sat	5	\$875	\$4,375	-35	-28	-49	42	-49	42	-49
Sun & Sat	5	\$980	\$4,900	-30	-48	-12	36	-24	6	-6
Sun & Sat	5	\$840	\$4,200	-30	0	-18	0	-42	6	42
Sat, Sun, Wed	4	\$1,138	\$4,552	-20	-32	-8	0	-16	4	20
Tue & Thu	5	\$1,036	\$5,180	-25	-20	-10	-15	-35	40	35
Tue, Wed, Thu	4	\$788	\$3,152	-25	-40	-10	30	-20	5	0

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Tue, Wed, Thu	4	\$1,750	\$7,000	-24	-48	-12	0	-24	18	12
Wed, Sat, Sun	4	\$1,663	\$6,652	-28	-56	-14	42	-28	7	7
Mon, Tue, Wed	4	\$1,575	\$6,300	-60	-48	-12	36	-24	18	42
Mon, Tue, Wed	4	\$1,330	\$5,320	-40	-32	-16	64	3	40	-8
Sun & Mon	5	\$910	\$4,550	-32	-56	-16	56	-32	56	-16
Fri, Sat, Sun	4	\$1,356	\$5,424	-28	-56	-14	-7	-28	7	21
Sat, Sun, Mon	4	\$1,094	\$4,376	-24	-6	-12	0	-24	60	-30
Sat, Sun, Mon	4	\$1,225	\$4,900	-36	-72	-18	54	-36	27	27
Sun, Mon, Sat	4	\$1,522	\$6,088	-16	-24	-8	24	-16	12	24
Fri, Sat, Sun, Mon	3	\$933	\$2,799	-20	-40	-10	30	-20	5	5

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Fri, Sat, Sun, Mon	3	\$3,033	\$9,099	-24	-48	-12	0	-24	12	12
Fri, Sat, Sun	4	\$2,100	\$8,400	-24	-48	-12	48	-24	12	12
Sun, Mon, Wed	4	\$1,925	\$7,700	-24	-30	-12	-30	-24	36	48
Fri, Sat, Sun, Mon	3	\$2,170	\$6,510	-20	-20	-10	50	2	45	15
Tue, Wed, Thu	4	\$1,225	\$4,900	-24	0	-12	48	-3	54	-12
Sat, Sun, Mon	4	\$1,488	\$5,952	-28	-56	-14	56	-28	14	14
Fri, Sat, Sun	4	\$1,138	\$4,552	-24	-42	-12	0	-24	12	30
Fri, Sat, Sun	4	\$1,313	\$5,252	-24	-48	-12	48	-24	30	30
Sun, Mon, Fri, Sat	3	\$2,333	\$6,999	-16	-12	-28	8	-16	28	12
Mon, Tue, Wed, Thu	3	\$1,400	\$4,200	-16	-32	-8	32	-16	8	8



## Teen/Elder Careers

Teen/elder careers can be held by teens or elders (after they retire from their adult career).



Some Sims believe that working in their elder years gives them dignity.

The same 10 career tracks offer jobs to teens and elders. These jobs, however, have only three levels, require fewer hours, pay less, and demand lower levels of skill and friends than adult jobs.



### note

Teens enrolled in private school enter any new career track at level 2. If they already have a level 1 job before getting into private school, however, they aren't automatically elevated to level 2 by a change of school.

Elders who retire from a career track and then get an elder job in the same career track don't get any level bonus. They will, however, likely advance quickly because they already have all skill levels required for promotion.

## Level 1 Teen/Elder Jobs

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Waterperson	0	0	0	0	0	0	0	0	3p-6p
Business	Gofer	0	0	0	0	0	0	0	0	3p-6p
Criminal	Street Hawker	0	0	0	0	0	0	0	0	3p-6p
Culinary	Dishwasher	0	0	0	0	0	0	0	0	3p-6p
Law Enforcement	School Crossing Guard	0	0	0	0	0	0	0	0	3p-6p
Medical	Nursing Home Attendant	0	0	0	0	0	0	0	0	3p-6p
Military	Paintball Attendant	0	0	0	0	0	0	0	0	3p-6p
Politics	Door to Door Poller	0	0	0	0	0	0	0	0	5p-9p
Science	Lab Glass Scrubber	0	0	0	0	0	0	0	0	3p-6p
Slacker	Golf Caddy	0	0	0	0	0	0	0	0	3p-6p

# Chapter 14

## JOBS BY CAREER LEVEL



DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Sun & Fri	5	\$97	\$485	-31	-25	-9	13	-16	-13	-31
Sun & Fri	5	\$52	\$260	-31	-25	-9	13	-16	-13	-31
Mon & Thu	5	\$50	\$250	-31	-25	-9	13	-16	-13	-31
Mon & Fri	5	\$63	\$315	-31	-25	-9	13	-16	-13	-31
Sun & Sat	5	\$45	\$225	-31	-25	-9	13	-16	-13	-31
Mon & Wed	5	\$65	\$325	-31	-25	-9	13	-16	-13	-31
Mon & Sat	5	\$57	\$285	-31	-25	-9	13	-16	-13	-31
Mon & Thu	5	\$53	\$265	-42	-33	-13	17	-21	-17	-42
Sun & Fri	5	\$64	\$320	-31	-25	-9	13	-16	-13	-31
Mon & Sat	5	\$45	\$225	-31	-25	-9	13	-16	-13	-31





## Level 2 Teen/Elder Jobs

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Locker Room Attendant	0	1	0	1	0	0	0	1	3p-6p
Business	Mailroom Technician	1	0	0	0	0	0	0	2	3p-6p
Criminal	Numbers Runner	0	0	1	0	0	0	0	1	3p-6p
Culinary	Drive Through Clerk	0	0	0	0	0	1	0	1	5p-9p
Law Enforcement	Parking Lot Attendant	1	1	0	0	0	0	0	1	6p-9p
Medical	Orderly	0	0	0	0	0	0	1	1	3p-6p
Military	Recruit Training Corps	0	0	0	0	1	0	0	1	6p-10p
Politics	Campaign Worker	0	0	0	0	1	0	0	2	3p-6p
Science	Test Subject	1	0	0	0	0	0	0	1	3p-6p
Slacker	Gas Station Attendant	0	0	0	1	0	0	0	2	3p-6p

## Level 3 Teen/Elder Jobs

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Team Mascot	0	2	0	2	1	0	0	0	3p-6p
Business	Executive Assistant	1	0	1	0	1	0	0	6	3p-7p
Criminal	Pickpocket	0	1	2	1	0	0	0	1	3p-6p
Culinary	Fast Food Shift Manager	1	0	1	0	0	1	0	4	5p-10p
Law Enforcement	Security Guard	1	2	0	0	0	0	0	3	9p-1a
Medical	Emergency Medical Technician	0	0	0	2	0	0	2	3	7p-10p
Military	Recruit	0	1	0	0	1	0	0	2	3p-6p
Politics	Intern	1	0	1	0	1	0	0	4	3p-6p
Science	Lab Asst	1	0	0	0	0	1	1	2	3p-6p
Slacker	Convenience Store Clerk	0	0	1	1	1	0	0	4	5p-9p

# Chapter 14

## JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Mon & Sat	5	\$110	\$550	-24	-24	-9	12	-12	-9	-24
Mon & Sat	5	\$76	\$380	-24	-24	-9	12	-12	-9	-24
Mon & Wed	5	\$62	\$310	-15	-18	-12	12	-18	9	-6
Mon & Wed	5	\$84	\$420	-32	-20	-40	-16	-40	-12	-12
Tue & Thu	5	\$75	\$375	-15	-15	-15	-15	-15	-15	-15
Sun & Wed	5	\$87	\$435	-24	-24	-21	12	-12	-9	-24
Mon & Wed	5	\$77	\$385	-24	-24	-60	12	-20	-20	-28
Wed & Sun	5	\$72	\$360	-27	-18	-18	15	-18	-12	-24
Mon & Sat	5	\$105	\$525	-21	-21	-6	-9	-21	-21	-18
Mon & Thu	5	\$71	\$355	-24	-24	-9	12	-12	-9	-24

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT
Sun & Mon	5	\$125	\$625	-24	-24	-9	12	-12	-9	-24
Sun & Sat	5	\$98	\$490	-32	-32	-12	16	-16	-12	-32
Wed & Thu	5	\$105	\$525	-36	-15	-24	-24	-27	-18	-21
Wed & Thu	5	\$91	\$455	-40	-20	-50	5	-29	-5	-25
Mon & Tue	5	\$125	\$625	-24	-28	-16	-16	-20	-12	-24
Tue & Thu	5	\$125	\$625	-24	-24	-24	12	-12	-27	-24
Sun & Wed	5	\$100	\$500	-30	-15	-30	3	-30	-15	-15
Sun & Sat	5	\$112	\$560	-24	-24	-9	12	-12	-9	-24
Sun & Sat	5	\$115	\$575	-24	-15	-30	-12	-30	-6	-21
Mon & Tue	5	\$96	\$480	-32	-32	-12	16	-16	-12	-32



## Chapter 15

# SOCIAL INTERACTION DIRECTORY

There are two kinds of Sim-to-Sim interactions: basic and object-assisted.

Basic interactions occur when a Sim interacts directly with another Sim. In other words, if both Sims are standing and you click on the other Sim.

Object-assisted interactions can be done only when both Sims are using the same specific object. For example, Cuddle may be performed only if both Sims are on the same bed or sofa. These interactions are listed in their own section below.

### Social Interactions: Availability, Autonomous Personalities, and Social/Daily/Lifetime Effects

INTERACTION	MENU	AVAILABILITY DAILY A TO B ABOVE	AVAILABILITY DAILY A TO B BELOW	AND/OR	AVAILABILITY LIFETIME A TO B ABOVE	AVAILABILITY LIFETIME A TO B BELOW	CRUSH	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Admire	Appreciate	0	100	And	0	100	—	—	Outgoing	Yes
Annoy	Irritate	-45	-1	Or	-30	-1	—	—	Mean	Yes
Apologize	Appreciate	-100	-20	And	-100	100	—	—	Nice	Yes
Argue	Irritate	-100	100	Or	-100 (15)	100	—	—	Mean	Yes
Ask to Go Out	Teen	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Ask to Leave	Ask to Leave	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Ask to Teach/ be Taught	Ask to Teach	-100	-100	Or	-100	100	—	—	Not Autonomous	Yes
Attack	Fight	-100	-65	Or	-100	-65	—	—	Active	Yes
Attention	Ask For	-100 (0)	100	And	-100 (0)	100	—	—	Active	Yes
Backrub	Appreciate	40	100	And	15	100	—	—	Playful	Yes
Brag	Talk	0	50	Or	10	50	—	—	Outgoing	Yes
Break Up	Break Up	-100	45	And	-100	45	—	—	Not Autonomous	Yes
Call Over	Call Over	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Caress	Flirt	65	100	And	40	100	Sets	Sets	Playful	Yes
Change Diaper	Ask For	-100 (0)	100	Or	-100 (0)	100	—	—	Nice	Yes
Change Diaper	Social baby	-100 (20)	100	And	-100 (10)	100	—	—	Active	Yes
Change Diaper	Social toddler	-100 (20)	100	And	-100 (10)	100	—	—	Neat	Yes
Charm	Flirt	15	70	And	5	70	Sets	Sets	Nice	Yes
Chat	Talk	-100	100	Or	-100	100	—	—	None	Yes
Cheer Up	Appreciate	20	100	And	20	100	—	—	Nice	Yes
Congratulate About	Memory	25	100	Or	25	100	—	—	Serious	No
Console	Memory	50	100	And	35	100	—	—	Nice	No



# SOCIAL INTERACTION DIRECTORY



## note

The interactions below are mostly organized by the menus in which they appear when you click on another Sim. If an interaction doesn't appear when you click on another Sim, it's because it's not available yet. Consult the directory for each interaction's availability conditions.

Toddler and baby interactions can appear under certain menus but also at the main menu level. For this reason, they're each listed in their own section though you never see menus titled "toddler" or "baby."



## note

When an availability condition includes a number in parenthesis, this indicates differing availability for members of the same household or blood relatives (outside parenthesis) on one side and everyone else (in the parenthesis) on the other side.

AUTONOMOUS	IF ACCEPT. A'S SOCIAL	IF ACCEPT. A'S DAILY	IF ACCEPT. A'S LIFETIME	IF ACCEPT. B'S SOCIAL	IF ACCEPT. B'S DAILY	IF ACCEPT. B'S LIFETIME	IF REJECT. A'S SOCIAL	IF REJECT. A'S DAILY	IF REJECT. A'S LIFETIME	IF REJECT. B'S SOCIAL	IF REJECT. B'S DAILY	IF REJECT. B'S LIFETIME
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2
Yes	0	0	0	0	0	0	4	-4	-1	-3	-10	-1
Yes	16	10	0	16	10	0	0	0	0	0	0	0
Yes	16	-7	-2	0	-9	-2	4	-6	-1	-2	-4	-1
No	10	8	0	16	10	0	0	-8	-1	0	-2	0
No	0	0	0	0	0	0	0	0	0	0	0	0
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0
Yes	24	-7	-10	-8	-11	-10	-8	-11	-10	24	-7	-10
Yes	14	5	0	20	13	0	-4	-4	0	-4	-4	0
Yes	14	4	2	20	6	3	0	-7	-2	0	-10	-3
Yes	14	6	0	20	4	0	0	-5	0	0	-5	0
No	0	-20	-20	0	-50	-30	0	0	0	0	0	0
No	0	0	0	0	0	0	0	0	0	0	0	0
Yes	22	10	2	24	11	2	-5	-10	-3	-3	-10	-2
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0
Yes	14	6	0	20	13	0	0	0	0	0	0	0
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0
Yes	14	4	1	16	5	1	0	-4	-1	0	-6	0
Yes	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable
Yes	16	6	1	30	8	2	0	-10	-1	0	-5	-1
Yes	8	5	1	8	5	1	0	0	0	0	0	0
Yes	8	5	1	8	5	1	0	0	0	0	0	0



## Social Interactions: Availability, Autonomous Personalities, and Social/Daily/Lifetime Effects continued

INTERACTION	MENU	AVAILABILITY DAILY A TO B ABOVE	AVAILABILITY DAILY A TO B BELOW	AND/OR	AVAILABILITY LIFETIME A TO B ABOVE	AVAILABILITY LIFETIME A TO B BELOW	CRUSH	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Cops and Robbers	Play	0	100	Or	10	100	—	—	Playful	Yes
Cuddle	Bed	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Hot Tub	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Love Tub	-5	100	And	-15	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Sofa	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle Baby	Social baby	-100 (0)	100	And	-100 (0)	100	—	—	Nice	Yes
Dance Together	Dance	-10	100	Or	-10	100	—	—	Outgoing	Yes
Dirty Joke	Entertain	55	100	And	35	100	—	—	Playful	Yes
Encourage	Encourage	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Engagement	Propose	75	100	And	70	100	—	Required	Not Autonomous	Yes
Family Kiss	Kiss	-100	100	And	0	100	Not allowed	Not allowed	Nice	Yes
Family Kiss	Social toddler	-50 (—)	100	And	0 (—)	100	Not allowed	Not allowed	Nice	Yes
First Kiss	Kiss	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Dood	Ask For	-100 (0)	100	Or	-100 (0)	100	—	—	Active	Yes
Friendly Hug	Hug	10	100	Or	10	100	—	—	Serious	Yes
Go Steady	Propose	70	100	And	25	100	Required	—	Not Autonomous	Yes
Goose	Flirt	75	100	And	55	100	Required	Sets	Playful	Yes
Gossip	Talk	30	100	Or	35	100	—	—	Mean	Yes
Groom	Appreciate	50	100	And	25	100	—	—	Neat	Yes
Gross Out	Irritate	-100	-5	Or	-100	-5	—	—	Sloppy	Yes
Hit On	Flirt	45	80	And	25	80	Sets	Sets	Mean	Yes
Hold Hands	Flirt	55	100	And	30	100	Sets	Sets	Nice	Yes
Insult	Irritate	-60	-5	Or	-45	-5	—	—	Mean	Yes
Joke	Entertain	-10	100	Or	-5	100	—	—	Playful	Yes
Leap into Arms	Hug	55	100	And	35	100	Required	Sets	Active	Yes
Make Out	Bed	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Hot Tub	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Love Tub	40	100	And	20	100	Required	Sets	Not Autonomous	Yes
Make Out	Sofa	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Kiss	80	100	And	50	100	Required	Sets	Outgoing	Yes
Marriage (Join)	Propose	75	100	And	70	100	—	Required	Not Autonomous	Yes
Mary Mack	Play	15	100	Or	15	100	—	—	Lazy	Yes
Massage	Hot Tub	55	100	And	30	100	—	—	Not Autonomous	Yes
Massage	Love Tub	15	100	And	0	100	—	—	Not Autonomous	Yes

# SOCIAL INTERACTION DIRECTORY

AUTONOMOUS	If ACCEPT, A's SOCIAL	If ACCEPT, A's DAILY	If ACCEPT, A's LIFETIME	If ACCEPT, B's SOCIAL	If ACCEPT, B's DAILY	If ACCEPT, B's LIFETIME	If REJECT, A's SOCIAL	If REJECT, A's DAILY	If REJECT, A's LIFETIME	If REJECT, B's SOCIAL	If REJECT, B's DAILY	If REJECT, B's LIFETIME
Yes	24	6	0	24	6	0	0	-5	0	0	-5	0
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2
Yes	20	4	1	40	4	1	0	0	0	0	0	0
Yes	10	6	0	10	8	0	-2	-3	0	-2	-2	0
Yes	18	6	1	20	6	1	4	-8	-2	0	-12	-1
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0
No	100	6	3	100	9	3	-30	-15	-5	-4	-8	-4
Yes	18	5	1	20	6	1	0	-4	0	0	-5	0
Yes	18	5	1	20	6	1	0	-4	0	0	-5	0
No	70	15	3	70	13	2	0	-15	-5	0	-10	-3
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0
Yes	16	5	1	16	6	1	0	-5	-1	0	-5	-1
No	30	6	3	30	9	3	-4	-10	-5	-4	-4	-4
Yes	20	11	1	14	10	1	-2	-9	-2	-6	-11	-3
Yes	24	9	0	24	9	0	0	-7	0	0	-6	0
Yes	4	3	0	4	0	3	0	0	0	0	0	0
Yes	24	6	0	24	6	0	6	-5	0	-4	-5	0
Yes	18	8	1	14	9	1	4	-8	-1	0	-10	-2
Yes	20	9	1	20	10	1	-4	-9	-2	-3	-8	-2
Yes	16	-8	-1	-7	-14	-2	10	-10	-1	-7	-14	-2
Yes	14	4	0	14	4	0	0	-4	0	0	-4	0
Yes	20	11	2	16	13	2	0	-15	-4	0	-10	-2
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4
No	100	6	3	100	6	3	-100	-100	-85	-50	-50	-20
Yes	30	8	0	30	8	0	0	-6	0	0	-7	0
No	14	4	2	20	6	3	0	-7	-2	0	-10	-3
No	14	4	2	20	6	3	0	-7	-2	0	-10	-3





## Social Interactions: Availability, Autonomous Personalities, and Social/Daily/Lifetime Effects continued

INTERACTION	MENU	AVAILABILITY DAILY A TO B ABOVE	AVAILABILITY DAILY A TO B BELOW	AND/OR	AVAILABILITY LIFETIME A TO B ABOVE	AVAILABILITY LIFETIME A TO B BELOW	CRUSH	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Move In	Propose	60	100	And	45	100	—	—	Not Autonomous	Yes
Nag	Irritate	-100	100	And	25	100	—	—	Outgoing	Yes
Noogie	Irritate	-25	50	And	-10	50	—	—	Playful	Yes
Peck	Hot Tub	40	100	And	20	100	Sets	Sets	Not Autonomous	Yes
Peck	Love Tub	0	100	And	-15	100	Sets	Sets	Not Autonomous	Yes
Peck	Sofa	40	100	And	20	100	Sets	Sets	Not Autonomous	Yes
Peck	Kiss	40	100	And	20	100	Sets	Sets	Nice	Yes
Play With	Social baby	-100 (0)	100	And	-100 (0)	100	—	—	Playful	Yes
Poke	Fight	-100	-15	Or	-100	-20	—	—	Mean	Yes
Punch U Punch Me	Play	45	100	Or	35	100	—	—	Mean	Yes
Read To	Ask For	-50 (25)	100	And	-50 (15)	100	—	—	Serious	No
Read To	Social toddler	-50 (25)	100	And	-50 (15)	100	—	—	Outgoing	Yes
Red Hands	Play	35	100	Or	25	100	—	—	Active	Yes
Romantic Kiss	Sofa	60	100	And	35	100	Sets	Sets	Not Autonomous	Yes
Romantic Hug	Hug	35	100	And	25	100	Sets	Sets	Outgoing	Yes
Romantic Kiss	Kiss	60	100	And	35	100	Sets	Sets	Outgoing	Yes
Rub Belly	Baby	60	100	Or	50	100	—	—	Serious	Yes
Serenade	Flirt	70	100	And	60	100	Required	Required	Outgoing	Yes
Share Interests	Talk	35	100	Or	20	100	—	—	Not Autonomous	Yes
Shoo from Room	Shoo	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Shove	Fight	-100	-25	Or	-100	-30	—	—	Outgoing	Yes
Slap	Fight	-100	-40	Or	-100	-40	—	—	Serious	Yes
Smooch	Kiss	70	100	And	40	100	Required	Sets	Playful	Yes
Snuggle	Social toddler	-50 (—)	100	And	0 (—)	100	—	—	Nice	Yes
Snuggle	Sofa	35	100	Or	30	100	Required	Required	Not Autonomous	Yes
Splash	Hot Tub	20	100	Or	15	100	—	—	Not Autonomous	Yes
Splash	Love Tub	-20	100	Or	-25	100	—	—	Not Autonomous	Yes
Squeeze	Hug	70	100	And	55	100	Required	Sets	Playful	Yes
Stay the Night	Propose	55	100	And	40	100	—	—	Not Autonomous	Yes
Suggestion	Flirt	25	70	And	15	70	Sets	Sets	Playful	Yes
Sweet Talk	Flirt	35	80	And	20	80	Sets	Sets	Outgoing	Yes
Tag	Play	-25	100	Or	5	100	—	—	Active	Yes
Talk To	Social baby	-100 (-100)	100	And	-100 (-100)	100	—	—	Playful	Yes
Talk To	Social toddler	-50 (-50)	100	And	-50 (-50)	100	—	—	Outgoing	Yes

# SOCIAL INTERACTION DIRECTORY

AUTONOMOUS	If ACCEPT, A's SOCIAL	If ACCEPT, A's DAILY	If ACCEPT, A's LIFETIME	If ACCEPT, B's SOCIAL	If ACCEPT, B's DAILY	If ACCEPT, B's LIFETIME	If REJECT, A's SOCIAL	If REJECT, A's DAILY	If REJECT, A's LIFETIME	If REJECT, B's SOCIAL	If REJECT, B's DAILY	If REJECT, B's LIFETIME
No	40	6	3	40	6	3	-4	-10	-5	-4	-4	-4
Yes	0	0	0	0	0	0	6	-4	0	-8	-8	-1
Yes	14	6	1	6	-5	0	0	0	0	0	0	0
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1
Yes	14	8	1	14	8	1	8	-6	-1	0	-6	-1
Yes	20	4	3	2	25	1	0	0	0	0	0	0
Yes	6	0	0	-6	-8	-2	10	-8	-2	10	-7	-2
Yes	28	8	0	28	8	0	0	-5	0	0	-5	0
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0
Yes	14	6	2	20	6	3	-4	-4	0	-4	-4	0
Yes	24	6	0	24	6	0	0	-7	0	0	-5	0
No	24	16	3	26	16	3	8	-13	-3	0	-13	-4
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2
Yes	24	16	3	26	16	3	8	-13	-3	0	-13	-4
Yes	20	11	3	32	13	3	-10	-12	-3	0	-10	-3
Yes	28	13	2	30	15	2	-6	-12	-3	0	-10	-3
No	6	0	0	6	0	0	-3	-3	0	-3	-3	0
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0
Yes	8	0	0	-8	-9	-3	10	-7	-1	14	-8	-3
Yes	10	0	0	-15	-10	-5	14	-5	-3	30	-7	-3
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2
No	24	8	2	24	10	2	0	-10	-2	0	-10	-2
No	12	5	0	14	8	0	0	-4	0	0	-8	-1
No	12	5	0	14	5	0	0	-5	0	0	-5	0
Yes	20	6	2	20	10	2	0	-10	-2	0	-10	-2
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0
Yes	16	5	1	16	6	1	0	-5	-1	0	-7	-1
Yes	18	6	1	18	8	1	0	-7	-1	0	-8	-1
Yes	20	6	0	20	6	0	0	-5	0	0	-5	0
Yes	16	5	2	16	10	2	-5	-2	-1	5	1	2
Yes	14	6	2	20	6	3	-4	-4	0	-4	-4	0



## Social Interactions: Availability, Autonomous Personalities, and Social/Daily/Lifetime Effects continued

INTERACTION	MENU	AVAILABILITY DAILY A TO B ABOVE	AVAILABILITY DAILY A TO B BELOW	AND/OR	AVAILABILITY LIFETIME A TO B ABOVE	AVAILABILITY LIFETIME A TO B BELOW	CRUSH	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Talk to Belly	Baby	15	100	Or	25	100	—	—	Playful	Yes
Teach to Use Potty	Social toddler	-100 (—)	100	And	-100 (—)	100	—	—	Not Autonomous	Yes
Teach to Talk	Social toddler	25 (—)	100	And	15 (—)	100	—	—	Not Autonomous	Yes
Teach to Walk	Social toddler	25 (—)	100	And	15 (—)	100	—	—	Not Autonomous	Yes
Tease	Memory	-100	10	Or	-100	10	—	—	Mean	No
Tell Secret	Talk	60	100	Or	60	100	—	—	Mean	Yes
Tender Kiss	Bed	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Hot Tub	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Love Tub	10	100	And	-10	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Kiss	50	100	And	25	100	Sets	Sets	Nice	Yes
Tickle	Play	20	100	Or	15	100	—	—	Playful	Yes
Tickle	Social toddler	20 (10)	100	And	15 (10)	100	—	—	Playful	Yes
Toss in Air	Social toddler	-50 (25)	100	And	-50 (10)	100	—	—	Active	Yes
Up Arm Kiss	Kiss	55	100	And	30	100	Sets	Sets	Playful	Yes
WooHoo/Try for Baby	Bed	85	100	And	65	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Hot Tub	85	100	And	65	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Love Tub	45	100	And	25	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Booth	-100	100	Or	-100	100	Required	Required	Not Autonomous	Yes





# Chapter 15

## SOCIAL INTERACTION DIRECTORY

AUTONOMOUS	If ACCEPT, A's SOCIAL	If ACCEPT, A's DAILY	If ACCEPT, A's LIFETIME	If ACCEPT, B's SOCIAL	If ACCEPT, B's DAILY	If ACCEPT, B's LIFETIME	If REJECT, A's SOCIAL	If REJECT, A's DAILY	If REJECT, A's LIFETIME	If REJECT, B's SOCIAL	If REJECT, B's DAILY	If REJECT, B's LIFETIME
Yes	20	6	2	28	8	2	-10	-8	-2	0	-10	-3
No	0	6	0	0	13	0	0	-4	0	0	-4	0
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0
Yes	14	6	1	10	6	1	-5	-4	-1	4	-10	-1
Yes	24	9	0	24	9	0	0	-7	0	0	-6	0
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2
Yes	18	10	2	16	10	2	8	-8	-2	0	-8	-2
Yes	16	5	0	16	5	0	0	-5	-1	0	-6	-1
Yes	16	5	0	16	5	0	0	-5	-1	0	-8	-2
Yes	14	6	2	20	13	2	0	-10	-3	0	-10	-2
Yes	20	11	1	24	11	2	8	-10	-1	0	-10	-1
No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5



[illegible]

### Object Directory

Object Directory	Price and Depreciation				Needs							Skills							Function	Room Sort							Community Sort							
	Price	Initial Depreciation		Daily Depreciation	Depreciation Limit			Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity		Body	Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor
#224 by C. Lee Funkismoz 7 = (C711)? 12th Century Song Dynasty Sculpted Vase 4 by 4 Designer Chandelier Absolutely Nothing Special Ad-a-Quant Barstool Ad-a-Quant Coffee Table Almost Disco Wall Sconce Aluminum Privacy Blinds by P. King Tom Trading Co. Ancient Transport Urn Sculpture Antebellum Wall Lamp Ltd. Ed. Armoire Anti-Quant-Ed Antique Lace Curtains Antique Metal Sconce Antonio's Prize-Winning Wedding Cake Anytime Candles Apple of the Eye AquaBox Five-Gallon Aquarium AquaGreen Hydroponic Garden AquaPlus Shower Stall Archist Soldier Armchair by Club Design Astronwander Telescope Beachman Bustier Bangpae Vein from Simpsons, Ltd. Baronaccio Limestone by MRE Baronaccio Sofa by MRE Basically Bare Bulb from Electric Lighting Be There Designs Bazaar Sofa	\$2,200 \$470 \$4,000 \$120 \$85 \$285 \$140 \$184 \$80 \$500 \$350 \$250 \$165 \$155 \$400 \$400 \$100 \$400 \$300 \$0 \$0 \$1,100 \$2,000 \$629 \$550 \$600 \$700 \$1,250 \$1,500 \$25 \$800	\$330 \$70 \$0 \$18 \$12 \$12 \$21 \$27 \$12 \$0 \$54 \$37 \$24 \$23 \$60 \$15 \$0 \$0 \$45 \$0 \$0 \$165 \$0 \$0 \$29 \$82 \$90 \$0 \$187 \$225 \$3 \$120	\$270 \$47 \$0 \$12 \$8 \$28 \$14 \$18 \$8 \$0 \$36 \$25 \$16 \$15 \$40 \$0 \$10 \$0 \$30 \$0 \$0 \$10 \$40 \$0																															



[illegible]

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# Chapter 16

## OBJECTS

### Object Directory continued

Object	Price and Depreciation			Needs							Skills								Room Sort							Community Sort									
continued	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit			Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Chinese Riddle lantern	\$775	\$26	\$7	\$70	0	0	0	0	0	0	0	1									Lighting			X			X	X	X		X				
Gao line "Mondo Fuego" Gas Stove	\$650	\$97	\$65	\$260	4	0	0	0	0	0	0	0	0								Appliances									X					
Gao line Bovina Refrigerator Model BRRR	\$1,500	\$225	\$60	\$600	0	0	0	0	0	0	3	2									Appliances								X						
Gao line Espresso Machine	\$450	\$67	\$45	\$180	0	0	0	-1	4	3	0	0								X	Appliances						X								
Underbooks by Retratch	\$200	\$30	\$20	\$80	0	0	0	0	0	1	0	0	X							X	Hobbies	X			X		X			X					
Gry Dweller Dims	\$70	\$10	\$7	\$28	0	0	0	0	0	0	1										Lighting			X							X		X		
Civic Idol by Adora Wall Arts	\$50	\$0	\$0	\$0	0	0	0	0	0	0	1										Decorative	X						X			X				
Clean Water Shower System	\$925	\$33	\$92	\$250	0	0	8	0	0	0	0	0									Plumbing						X				X				
Clotheshorse Display Rack	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	0	4	8									Miscellaneous													X	
Club Distress Avignon Rectangular Coffee Table	\$240	\$36	\$24	\$96	0	0	0	0	0	0	0	0									Surfaces		X				X				X				
Club Distress Butcher's Block	\$90	\$9	\$9	\$244	0	0	0	0	0	0	0	0									Surfaces								X		X				
Club Distress Square Coffee Table	\$65	\$23	\$6	\$62	0	0	0	0	0	0	0	0									Surfaces		X			X					X				
Club Distress Wall Mirror	\$380	\$87	\$38	\$232	0	0	0	0	0	0	0	3			X						Decorative						X	X	X					X	
Club Room Countertop	\$900	\$90	\$90	\$240	0	0	0	0	0	0	0	0									Surfaces						X	X	X		X				
Collage in Black and White	\$300	\$0	\$0	\$0	0	0	0	0	0	0	0	2									Decorative		X	X		X		X	X		X				
Colonial Bathroom by Imperial Plumbing Works	\$1,800	\$270	\$180	\$720	0	8	8	0	0	0	0	3									Plumbing								X		X				
Colonial Combiclean by Imperial Plumbing Works	\$2,200	\$330	\$220	\$880	0	8	10	0	0	0	0	4									Plumbing						X				X				
Colonial Ironwood Bed	\$3,000	\$450	\$300	\$1,200	0	7	0	0	0	6	0	5									Comfort							X							
Coloratura by Chrome Concepts	\$1,500	\$225	\$150	\$600	0	0	10	0	0	0	0	3									Plumbing						X					X			
Coming Up Roses Loveseat by Dekhome	\$220	\$33	\$22	\$86	0	6	0	0	0	2	0	0									Comfort					X					X				
Compact Stereo by Lo-Fi Audio	\$99	\$14	\$9	\$39	0	0	0	0	0	0	7	0					X				Electronics		X			X			X						
Contemptio Adirondack Chair	\$400	\$60	\$40	\$160	0	6	0	0	0	0	0	0									Comfort				X						X				
Contemptio Adirondack End Table	\$90	\$13	\$9	\$36	0	0	0	0	0	0	0	0									Surfaces			X						X					
Contemptio Adirondack Loveseat	\$450	\$67	\$45	\$180	0	7	0	0	0	2	0	0									Comfort				X						X				
Contemptio Good Twin Chair	\$80	\$12	\$8	\$32	0	4	0	0	0	0	0	0									Comfort					X					X				
Contemptio Outdoor Living Lounge	\$420	\$63	\$42	\$168	0	6	0	0	0	0	0	0									Comfort				X							X			

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# Chapter 16

## OBJECTS

### Object

### Directory

### continued

Object	Price and Depreciation				Needs							Skills							Function	Room Sort							Community Sort								
Directory continued	Price	Initial Depreciation		Daily Depreciation	Depreciation Limit		Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Dynasty Dining Chair	\$445	\$62	\$41	\$66	0	5	0	0	0	0	0	0	0									Comfort			X									X	X
Dynasty Dresser 2	\$800	\$835	\$80	\$360	0	0	0	0	0	0	0	3										Miscellaneous								X					
Election Day Retro Space-Age Action Pinball	\$1,750	\$252	\$75	\$700	0	0	0	0	0	0	10	2										Electronics					X					X			
Elegant Chef FlameBay Gas Range	\$900	\$835	\$90	\$360	10	0	0	0	0	0	0	0										Appliances								X					
Elk of Life	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0	10										Aspiration Rewards													
Empress's New Clothes Rack	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	0	4	10										Miscellaneous												X	
End-to-End Table	\$85	\$20	\$8	\$54	0	0	0	0	0	0	0	0										Surfaces		X			X								
Engineered Angst Full-Color Poster	\$40	\$0	\$0	\$0	0	0	0	0	0	0	0	1										Decorative		X					X		X				
Engineered Angst Poster in Red	\$40	\$0	\$0	\$0	0	0	0	0	0	0	0	1										Decorative			X				X		X				
Enterprise Office Concepts Businessmaster Tele-Prompter	\$0	\$0	\$0	\$0	0	0	0	0	0	0	5	0			X							Career Rewards													
Enterprise Office Freestanding Game Rack	\$4,000	\$600	\$400	\$1,600	0	0	0	0	0	0	4	10										Miscellaneous												X	
Epikours "Week Cuisine" Counter	\$325	\$48	\$32	\$830	0	0	0	0	0	0	0	0										Surfaces						X			X				
Epikours "Week Cuisine" Island	\$335	\$50	\$33	\$834	0	0	0	0	0	0	0	0										Surfaces								X		X			
Engel's Supreme Dining Chair	\$1,000	\$150	\$800	\$472	0	7	0	0	0	0	0	2										Comfort				X								X	
Exceptionally Expensive Clothing Collar	\$5,000	\$750	\$300	\$2,000	0	0	0	0	0	0	4	10										Miscellaneous												X	
Exempter	\$0	\$0	\$0	\$0	0	0	0	0	0	0	4	0			X							Career Rewards													
Exerto 5000 Multipress Exercise Machine	\$1,400	\$20	\$40	\$560	0	0	0	0	0	0	3	2					X					Hobbies			X										
Exerto Punching Bag	\$0	\$0	\$0	\$0	0	0	0	0	0	0	6	0					X					Career Rewards													
Exerto Selfing Obstacle Course	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0	0					X					Career Rewards													
Exotic (Non)Screen from Simpsons, Ltd.	\$900	\$835	\$90	\$360	0	0	0	0	0	0	0	6										Decorative					X		X		X				
Exotic Reflections Mirror	\$340	\$51	\$34	\$836	0	0	0	0	0	0	0	2					X					Decorative						X	X				X		
Exploding Dragon Dining Table	\$755	\$813	\$75	\$302	0	0	0	0	0	0	0	2										Surfaces			X									X	
Extra Peg Gaffemaker	\$85	\$82	\$8	\$34	0	0	0	-1	3	1	0											Appliances								X					
Falling Fern	\$811	\$86	\$81	\$44	0	0	0	0	0	0	0	1										Decorative			X	X	X		X		X			X	
Fancifully Fuzzy Fern	\$870	\$25	\$87	\$88	0	0	0	0	0	0	0	1										Decorative			X	X	X		X		X			X	
Farstar 63 Telescope	\$2,100	\$315	\$210	\$840	0	0	0	0	0	0	10	2						X				Hobbies				X								X	
Fligree Facebook by Imperial Plumbing Works	\$810	\$91	\$81	\$244	0	0	6	0	0	0	0	0										Plumbing						X		X		X			



Lunatech Amber Ceiling Lamp	\$220	\$33	\$22	\$88	0	0	0	0	0	0	0	1	Lighting	X	X	X	X	X	X	X
Lunatech BCI/6	\$135	\$20	\$13	\$54	0	0	0	0	0	0	0	1	Lighting	X	X	X	X	X	X	X
Lunatech Spare Fixture in Chimeson Light	\$45	\$6	\$4	\$18	0	0	0	0	0	0	0	1	Lighting	X	X	X	X	X	X	X
Lunatech Spare Fixture in Brass	\$45	\$6	\$4	\$18	0	0	0	0	0	0	0	1	Lighting	X	X	X	X	X	X	X
Lunatech Spare Fixture in "Ocean"	\$45	\$6	\$4	\$18	0	0	0	0	0	0	0	1	Lighting	X	X	X	X	X	X	X
Luxury "Ample King" Dining Table	\$850	\$127	\$85	\$340	0	0	0	0	0	0	0	2	Surfaces		X			X		X
Luxury King Armchair	\$1,200	\$180	\$120	\$480	0	9	0	0	0	0	0	2	Comfort				X		X	X
Luxurious Loveseat	\$900	\$135	\$90	\$360	0	9	0	0	0	2	0	0	Comfort				X		X	X
Magical Mystery's "Shape, Rattle & Roll"	\$30	\$4	\$3	\$12	0	0	0	0	0	0	6	0	Miscellaneous	X						
Manor House Multi-Mirror	\$160	\$24	\$16	\$64	0	0	0	0	0	0	0	1	Decorative				X	X	X	X
Manor House Paroie Dining Table	\$1,080	\$162	\$108	\$432	0	0	0	0	0	0	0	0	Surfaces		X					X
Max's "Game Simulator"	\$560	\$84	\$56	\$224	0	0	0	0	0	0	9	0	Electronics				X			
Mentionable Porcelain Toilet	\$950	\$142	\$95	\$380	0	10	0	0	0	0	0	0	Plumbing					X		X
Merkken End Table	\$210	\$31	\$21	\$80	0	0	0	0	0	0	0	0	Surfaces				X		X	X
Merkken Loveseat	\$300	\$75	\$30	\$210	0	7	0	0	0	2	0	0	Comfort				X			X
Milano Royale Dining Table	\$900	\$135	\$90	\$360	0	0	0	0	0	0	0	2	Surfaces			X				X
Modernist Dining Chair	\$720	\$108	\$72	\$400	0	6	0	0	0	0	0	2	Comfort			X				X
Modular Image Full-length Mirror	\$160	\$22	\$16	\$60	0	0	0	0	0	0	0	1	Decorative					X		X
Money Tree	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0	0	Aspiration Rewards							
Moneywell Computer	\$1,000	\$150	\$100	\$400	0	0	0	0	0	0	7	0	Electronics	X						
Moore's More Coffee Table	\$225	\$33	\$22	\$84	0	0	0	0	0	0	0	0	Surfaces		X			X		X
Mr. Beanbuts	\$385	\$54	\$36	\$146	0	5	0	0	0	0	0	0	Comfort	X						
Museum Public Collection Sculpture	\$200	\$0	\$0	\$0	0	0	0	0	0	0	0	2	Decorative		X			X		X
Mystic Life "Flower Vase"	\$160	\$22	\$16	\$60	0	0	0	0	0	0	0	1	Decorative			X	X	X		X
Narciso Rubbish Bin	\$45	\$6	\$4	\$18	0	0	0	0	0	0	0	0	Miscellaneous					X		X
Neon Flamingo	\$75	\$0	\$0	\$0	0	0	0	0	0	0	0	1	Decorative				X		X	X
Neon Systems Heavy Metal Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X
Neon Systems "Art of Darkness"	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X
Neon Systems "Bubblegum Sugar" Pop Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X
Neon Systems "In Hugo"	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X
Salsa Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X
Neon Systems "Go Shik"	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X
Techon Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X
Neon Systems "The Bedunkadunk"	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X
Hip Hop Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2	0	Electronics					X	X	X

Table continues on page 163

# Chapter 16

## OBJECTS

### Object Directory continued

Object	Price and Depreciation				Needs							Skills							Room Sort							Community Sort									
Directory continued	Price	Initial Depreciation		Daily Depreciation	Depreciation Limit		Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
In the Beginning	\$600	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0	4									Decorative		X	X		X		X					X	X
Independent Expressions Inc. T-shirt	\$350	\$52	\$35	\$140	0	0	0	0	0	0	10	0			X							Hobbies		X		X	X								
Inverted Vertigo, Cover Art	\$60	\$0	\$0	\$0	\$0	0	0	0	0	0	0	1										Decorative		X					X					X	
It's MASHINO! The Fabulously Zany Party Game	\$670	\$130	\$67	\$348	0	0	0	0	0	0	10	0										Hobbies		X			X				X				
Juniper Bonsai Tree	\$120	\$18	\$12	\$48	0	0	0	0	0	0	1											Decorative			X	X	X		X	X		X		X	
Keister Kampanon Barstool	\$165	\$27	\$18	\$74	0	3	0	0	0	0	0	0										Comfort				X			X	X		X			
Kick Backyard Loungechair by Survival	\$130	\$19	\$13	\$52	0	4	0	0	0	0	0	0							X			Comfort				X						X			
King for a Day Outdoor Chess Table	\$399	\$59	\$39	\$159	0	0	0	0	0	0	7	0										Hobbies				X					X		X		
Korean Keumungo	\$80	\$0	\$0	\$0	0	0	0	0	0	0	1											Decorative		X	X		X		X		X				
Kozy Kitchi Gnome	\$868	\$10	\$6	\$27	0	0	0	0	0	0	4	1										Decorative				X							X		
Krampt Industries "Hubba-Tubba" Economy Bathub	\$700	\$105	\$70	\$280	0	4	5	0	0	0	0	2										Plumbing							X						
Krampt Industries Value Lounger	\$140	\$21	\$14	\$56	0	0	0	0	0	0	0	0										Surfaces						X		X	X				
Lamp on the Half Shell	\$90	\$13	\$9	\$36	0	0	0	0	0	0	0	1										Lighting			X		X	X	X	X				X	
Lap of Luxury Sofa	\$1,700	\$255	\$170	\$680	0	10	0	0	2	0	2											Comfort				X	X	X	X				X		
Legno's Modern Chandelier	\$190	\$28	\$19	\$76	0	0	0	0	0	0	1											Lighting			X		X	X	X	X				X	
Light Effects Ceiling Lamp	\$65	\$9	\$6	\$26	0	0	0	0	0	0	1											Lighting			X		X	X	X	X				X	
Light Outer Floor Lamp	\$250	\$37	\$25	\$100	0	0	0	0	0	0	1											Lighting		X	X		X		X		X				
Little House Lantern	\$90	\$13	\$9	\$36	0	0	0	0	0	0	1											Lighting				X					X				
Little Sister W015	\$2,800	\$420	\$280	\$1,120	0	0	0	0	0	7	3					X						Electronics		X											
Llarnak Electronic Cash Register	\$205	\$30	\$20	\$82	0	0	0	0	0	0	0	0										Electronics								X			X		
Loft Curtains by Sparse and Fine	\$195	\$29	\$19	\$78	0	0	0	0	0	0	0	2										Decorative		X		X		X	X	X				X	
London's Famous Birthday Cake	\$30	\$4	\$3	\$12	0	0	0	0	0	0	0	0										Miscellaneous													
Look Upon the Orient Mirror	\$370	\$55	\$37	\$148	0	0	0	0	0	0	2				X							Decorative					X	X	X					X	
Love Tub	\$0	\$0	\$0	\$0	0	6	0	0	0	0	7	10										Aspiration Rewards			X								X		
Lovessat by Club Distress	\$750	\$112	\$75	\$300	0	8	0	0	2	0	0											Comfort				X					X				
Lunatch "Beaulehizer" Wall Sconce	\$85	\$12	\$8	\$34	0	0	0	0	0	0	1											Lighting		X		X	X	X		X				X	
Lunatech "Lighten Up" Lighting Fixture	\$75	\$11	\$7	\$30	0	0	0	0	0	0	1											Lighting		X		X	X	X	X					X	



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# Chapter 16

## OBJECTS

### Object

### Directory

### continued

Object	Price and Depreciation				Needs							Skills							Room Sort							Community Sort								
continued	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Neukum Systems The Cold Train RGB Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics									X		X	X	X	
Neukum Systems Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	3	0				X					Electronics	X		X	X	X		X							
No-Fuss Fours	\$300	\$45	\$30	\$120	0	0	0	0	0	0	2									Decorative			X	X				X	X		X	X	X	X
Noodlesnother	\$0	\$0	\$0	\$0	0	0	0	0	0	0	7									Aspiration Rewards														
Novellas Nouveau Bookcase	\$800	\$120	\$80	\$320	0	0	0	0	0	1	2	X				X			X	Hobbies	X				X		X							
Nukica Allinall Card Table	\$95	\$14	\$9	\$38	0	0	0	0	0	0	0									Surfaces			X					X					X	
Oakome Dining Chair	\$615	\$92	\$61	\$246	0	6	0	0	0	0	0									Comfort			X									X	X	
Oakome East Side Dining Chair	\$250	\$37	\$25	\$100	0	3	0	0	0	0	0									Comfort	X	X					X					X		
Obvously Modern Wall Mirror	\$399	\$59	\$39	\$159	0	0	0	0	0	0	2			X						Decorative					X	X	X					X		
Oil "Fantasy Scape" OT "Grandfather Clock	\$500	\$0	\$0	\$0	0	0	0	0	0	0	4									Decorative	X	X		X		X						X	X	
OT "Grandfather Clock	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	0	3									Decorative	X	X		X		X					X			
Old Boys Club Commercial Counter	\$710	\$106	\$71	\$284	0	0	0	0	0	0	2									Surfaces													X	
Old fashioned Change Room	\$690	\$103	\$69	\$276	0	0	0	0	0	4	0									Miscellaneous													X	
Olve Penner's City SkyScape	\$4,000	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	X	X		X		X		X		X			X	
On A Pedestal by Yucan Byall	\$5,000	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative		X		X						X		X		
Open-Wall Wall Fan	\$3,500	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	X	X		X		X		X	X		X			
Organic Materials Barstool	\$700	\$105	\$70	\$280	0	7	0	0	0	0	2									Comfort				X				X	X				X	
Outdoor Ergo Ergonomic Chair by Bidder-Headl Furnishings	\$320	\$48	\$32	\$128	0	5	0	0	0	0	0									Comfort			X						X	X	X			
Paper Moon Ceiling Light	\$300	\$45	\$30	\$120	0	0	0	0	0	0	2									Lighting		X			X	X	X		X				X	
Park Plates Mini Outdoor Dining Table	\$115	\$17	\$11	\$46	0	0	0	0	0	0	0									Surfaces			X						X	X	X			
Pasture's Homogenus Smart Milk	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0									Aspiration Rewards														
PatioPlastics Dining Chair	\$80	\$12	\$8	\$32	0	2	0	0	0	0	0									Comfort			X								X		X	
Peace of Barbage Can	\$30	\$4	\$3	\$12	0	0	0	0	0	0	0									Miscellaneous						X				X	X			
Piece of Quiet Park Bench	\$500	\$75	\$50	\$200	0	8	0	0	2	0	0									Comfort			X							X	X			
PINEBLITCHER Outdoor Minitable	\$220	\$33	\$22	\$88	0	0	0	0	0	0	0									Surfaces				X							X		X	

Table continues on page 167



# Chapter 16

## OBJECTS

Object	Price and Depreciation				Needs							Skills							Function	Room Sort							Community Sort								
Object	Price	Initial Depreciation		Daily Depreciation	Depreciation Limit		Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Satinetics Loveseat	150	\$22	\$15	\$50	0	5	0	0	0	2	0	0	0									Comfort													
Schokolade 880 Chocolate Manufacturing Facility	\$0	\$0	\$0	\$0	0	0	0	0	0	0	1	0	0								X	Career Rewards													
Sciencetone "Dramatic" Coffee Table	\$340	\$51	\$34	\$122	0	0	0	0	0	0	0	0	0									Surfaces	X				X				X				
Scraps Ranch "CafeMate" Coffee Table	\$90	\$13	\$9	\$36	0	0	0	0	0	0	0	0	0									Surfaces		X			X				X				
SCIT Universal Public Phone	\$550	\$82	\$55	\$220	0	0	0	0	0	0	0	0	0									Electronics									X	X			
Searing Indifference Wall Poster	\$50	\$0	\$0	\$0	0	0	0	0	0	0	0	1	0									Decorative	X						X				X		
Seasie by line Hack	\$1,220	\$183	\$122	\$488	0	8	0	0	0	2	0	0	0									Comfort					X			X		X			
Secure Sentinel Post Lamp	\$185	\$27	\$18	\$74	0	0	0	0	0	0	0	1	0									Lighting					X				X	X			
Sensuwith Lie Finder Rewards	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0	0	0			X						Career													
Serenity Sitter	\$800	\$120	\$80	\$300	0	8	0	0	0	0	0	2	0									Comfort					X			X		X			
Sewage Brothers	\$300	\$45	\$30	\$120	0	0	0	0	10	0	0	0	0									Plumbing						X						X	
Sewage Brothers Restaze Urinal	\$400	\$60	\$40	\$160	0	0	0	0	10	0	0	0	0									Plumbing											X	X	
Shiny Hings, Inc. Whisp-Aire Dishwasher	\$950	\$142	\$95	\$380	0	0	0	0	0	0	0	0	0									Appliances								X					
Shiny Hings, Inc. Grandiose Grill	\$1,100	\$165	\$110	\$440	10	0	0	0	0	0	0	0	0									Appliances				X									
Shocking Pink Flamingo	\$12	\$1	\$1	\$4	0	0	0	0	0	0	4	0	0									Decorative					X						X		
Shoji Table Lantern	\$175	\$26	\$17	\$70	0	0	0	0	0	0	0	1	0									Lighting	X	X			X		X		X				
Sil-Length Tieback Curtains	\$300	\$45	\$30	\$120	0	0	0	0	0	0	0	3	0									Decorative		X			X		X		X			X	
SimCity at Night	\$425	\$80	\$80	\$0	0	0	0	0	0	0	0	3	0									Decorative	X			X		X				X	X		
SimCity Synapsenapper Industrial Sign	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0	0	0									Decorative								X	X				
SimLine Table Phone	\$50	\$7	\$5	\$20	0	0	0	0	0	0	0	0	0									Electronics				X		X		X					
SimLine Wall Phone	\$75	\$11	\$7	\$30	0	0	0	0	0	0	0	0	0									Electronics					X		X		X				
Simple Sink from Krampit Industries	\$275	\$41	\$27	\$110	0	0	5	0	0	0	0	0	0									Plumbing						X			X			X	
Simple Sit Chair	\$200	\$30	\$20	\$80	0	3	0	0	0	0	0	0	0									Comfort			X								X		
Simple Structure End Table	\$60	\$9	\$6	\$24	0	0	0	0	0	0	0	0	0									Surfaces	X				X				X				
Simple Tub from Krampit Industries	\$1,500	\$225	\$150	\$600	0	8	8	0	0	0	0	3	0									Plumbing							X		X				
Simply Spindle Coffee Table	\$40	\$6	\$4	\$16	0	0	0	0	0	0	0	0	0									Surfaces	X				X				X				

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# Chapter 16

## OBJECTS

### Object

### Directory

### continued

Object	Price and Depreciation				Needs							Skills							Room Sort							Community Sort												
Object	Price	Initial Depreciation		Daily Depreciation		Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food			
The "Gold-end" Ratio Table	\$190	\$28	\$19	\$76	0	0	0	0	0	0	0	0	0									Surfaces																
The "Spike Light"	\$150	\$22	\$15	\$60	0	0	0	0	0	0	0	1										Lighting				X								X				
The Black and White "Bare" Bath	\$900	\$135	\$90	\$360	0	6	6	0	0	0	0	2										Plumbing						X										
The Electric and Enigmatic Energizer	\$0	\$0	\$0	\$0	1	1	1	1	1	1	1	9										Aspiration Rewards																
The Fourth Element Wall Hanging	\$5,000	\$0	\$0	\$0	0	0	0	0	0	0	0	10										Decorative		X	X		X	X	X				X					
The Classic Chair	\$920	\$138	\$92	\$368	0	9	0	0	0	0	0	2										Comfort						X										
The Great Dress Rack	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	0	4	8										Miscellaneous																
The Grillinator "Bright"	\$210	\$31	\$21	\$84	1	0	0	0	0	0	0	0										Appliances					X											
The Inner Light	\$200	\$30	\$20	\$80	0	0	0	0	0	0	0	1										Lighting	X	X	X					X				X				
The Kinder Kuddler	\$50	\$7	\$5	\$20	0	0	0	0	0	0	0	0										Miscellaneous			X													
The Kinder Kontainer	\$275	\$41	\$27	\$110	0	0	0	0	0	12	0	0										Miscellaneous																
The Lady On Red	\$180	\$0	\$0	\$0	0	0	0	0	0	0	0	2										Decorative		X	X		X	X	X				X					
The Lone Daisy	\$285	\$0	\$0	\$0	0	0	0	0	0	0	0	2										Decorative		X			X	X	X	X								
The Meaning of Fruit	\$1,500	\$0	\$0	\$0	0	0	0	0	0	0	0	10										Decorative			X		X	X	X	X					X			
The Measure of a Sim Wooden Model	\$100	\$15	\$10	\$40	0	0	0	0	0	0	0	1										Decorative	X	X			X		X	X				X				
The Monster Under My Bed by Little Jimmy	\$35	\$0	\$0	\$0	0	0	0	0	0	0	0	1										Decorative		X								X						
The My-Chi Sculpture Form	\$2,500	\$0	\$0	\$0	0	0	0	0	0	0	0	10										Decorative										X						
The Notowle Armchair	\$155	\$23	\$15	\$62	0	5	0	0	0	0	0	0										Comfort					X							X				
The Old-Timer Recliner	\$650	\$97	\$65	\$36	0	7	0	0	0	0	0	0										Comfort						X						X				
The Simulated Succulent	\$160	\$24	\$16	\$64	0	0	0	0	0	0	0	1										Decorative				X	X					X		X	X			
The Slim System, by Jim Slimbody	\$1,050	\$157	\$105	\$420	0	4	0	0	0	4	0	2										Comfort										X						
The Soma "Sleep Well"	\$2,600	\$390	\$260	\$1,040	0	6	0	0	0	6	0	5										Comfort										X						
The Talking Table	\$275	\$41	\$27	\$110	0	0	0	0	0	0	0	0										Surfaces			X										X			
The Watt is it! Table Lamp	\$35	\$5	\$3	\$14	0	0	0	0	0	0	0	1										Lighting			X											X		
Thinking Cap	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0	7										Aspiration Rewards																
Thrice As Nice Floor Lamp by Lumpen Lumeniat	\$100	\$15	\$10	\$40	0	0	0	0	0	0	0	1										Lighting			X	X		X						X				
Thuban Desk	\$670	\$100	\$67	\$268	0	0	0	0	0	0	0	0										Surfaces			X										X			
Tinkle Trainer 61000	\$70	\$10	\$7	\$28	0	0	0	10	0	0	0	0										Miscellaneous							X									
Potty Chair																																						
Tiana Vineyards 1914	\$350	\$52	\$35	\$140	0	0	0	0	0	0	0	0										Miscellaneous			X								X					
Toasting Set																																						
Torchier "Luminescence" Sconce	\$202	\$30	\$20	\$80	0	0	0	0	0	0	0	1										Lighting		X	X		X	X	X								X	





## note

Objects can satisfy Needs in two ways: continuously or with a fixed amount of satisfaction (one-time). One-time interactions can be repeated until the Sim's Need reaches the interaction's Need max (if any).

The Need effects numbers in this directory go into more detail than the figures in the in-game catalog, breaking down Need effects (where possible) by interaction. For example, the catalog Comfort rating for loveseats and sofas is actually for the Lounge interaction, not the Sit interaction (which has a lower rating than posted). The number in the in-game catalog is always whatever is the highest scoring interaction for the object and Need regardless of whether it's the most common use.

These ratings are a somewhat subjective reflection of an object's rate of Need satisfaction or amount of one-time satisfaction.

Also, many objects have Need maximums. These numbers are the point at which the Need simply stops fulfilling. Often, the Sim will be booted from the interaction when the Need reaches the object's max. Fun and Comfort objects allow a Sim to continue past these maximums but only under conditions described above (see "Exit Conditions," above). If no maximum is listed, the interaction can satisfy it all the way to 100.

## Comfort

Comfort objects offer Sims places to sit but also provide Comfort, Energy, and a venue for socializing.

## Dining Chairs

Dining chairs can be placed anywhere but are primarily intended for dining tables and desks.



## note

If a place at the table is taken up by a dirty plate, the Sim may still sit and eat in the adjacent chair; he'll sit scooted away from the table, eating out of his lap.



### PatioPlastics Dining Chair

- ◆ Price: \$80
- ◆ Need Effects: Comfort 2



### Tea Party in Teak

- ◆ Price: \$100
- ◆ Need Effects: Comfort 3



### Retratech Padded Egg Chair

- ◆ Price: \$150
- ◆ Need Effects: Comfort 3



### Simple Sit Chair

- ◆ Price: \$200
- ◆ Need Effects: Comfort 3



### OakTowne East Side Dining Chair

- ◆ Price: \$250
- ◆ Need Effects: Comfort 3



### Contempto Penn Station Side Chair

- ◆ Price: \$310
- ◆ Need Effects: Comfort 4



### Zecutime Social Chair

- ◆ Price: \$335
- ◆ Need Effects: Comfort 4



### Polychromed Seating Surface With Cushion

- ◆ Price: \$375
- ◆ Need Effects: Comfort 5



### Cowboy's Caboose Chair

- ◆ Price: \$385
- ◆ Need Effects: Comfort 5



### Dynasty Dining Chair

- ◆ Price: \$415
- ◆ Need Effects: Comfort 5



### Plasticity NodePod by Yoko Onasis

- ◆ Price: \$500
- ◆ Need Effects: Comfort 6



### OakTowne Dining Chair

- ◆ Price: \$615
- ◆ Need Effects: Comfort 6



### Moderniste Dining Chair

- ◆ Price: \$720
- ◆ Need Effects: Comfort 6, Environment 2



### Stark Inspiration Chair

- ◆ Price: \$800
- ◆ Need Effects: Comfort 7, Environment 2



### Diamondback by Desert Designs

- ◆ Price: \$900
- ◆ Need Effects: Comfort 7, Environment 2



### ErgoSupreme Dining Chair

- ◆ Price: \$1,000
- ◆ Need Effects: Comfort 7, Environment 2



### Bon Appetit Dining Chair

- ◆ Price: \$1,100
- ◆ Need Effects: Comfort 7, Environment 2



## Living Chairs

Living chairs are essentially couches for one, built more for comfort than for function. Fortunately, they offer *Comfort* in spades.

Unlike dining chairs, living chairs can't be scooted and, thus, can't be used at dining tables or desks.

It's best to place these right next to a bookcase or in front of the TV.



### Contempto Good Livin' Chair

- ◆ Price: \$80
- ◆ Need Effects: Comfort 4



### The Nofowle Armchair

- ◆ Price: \$155
- ◆ Need Effects: Comfort 5



### Recycled Relaxer

- ◆ Price: \$250
- ◆ Need Effects: Comfort 5



### Mr. Bearlybutts

- ◆ Price: \$365
- ◆ Need Effects: Comfort 5



### Contempto Adirondack Chair

- ◆ Price: \$400
- ◆ Need Effects: Comfort 6



### Blue Suede Chair

- ◆ Price: \$611
- ◆ Need Effects: Comfort 7



### Armchair by Club Design

- ◆ Price: \$629
- ◆ Need Effects: Comfort 7



### Studio Bakonmi Deluxe Chair

- ◆ Price: \$680
- ◆ Need Effects: Comfort 8



### Serenity Sitter

- ◆ Price: \$900
- ◆ Need Effects: Comfort 8, Environment 2



### Studio Bakonmi Deluxe Lounge

- ◆ Price: \$830
- ◆ Need Effects: Comfort 8, Environment 2





### The Classic Chair

- ◆ Price: \$920
- ◆ Need Effects: Comfort 9, Environment 2



### Luxiary King Armchair

- ◆ Price: \$1,200
- ◆ Need Effects: Comfort 9, Environment 2

## Recliners

Recliners are similar to living chairs in their offer of Comfort; recliners of a given Comfort score are usually a bit more expensive than a similarly satisfying living chair. They offer the extra benefit of being a valid place to sleep but consume much more space.

Recliners offer two interactions:

- ◆ Sit: Satisfies Comfort
- ◆ Nap: Satisfies Energy and Comfort, not available when Energy fully satisfied



### Kick BackYard Loungechair by Survivall

- ◆ Price: \$130
- ◆ Need Effects: Comfort 4, Energy 1 (Nap)
- ◆ Need Max: Energy up to 20 (Nap)



### Way-Back Recliner

- ◆ Price: \$149
- ◆ Need Effects: Comfort 5, Energy 1 (Nap)
- ◆ Need Max: Energy up to 25 (Nap)



### Contempto Outdoor Living Lounge

- ◆ Price: \$420
- ◆ Need Effects: Comfort 6, Energy 2 (Nap)
- ◆ Need Max: Energy up to 40 (Nap)



### ?(C^11)?

- ◆ Price: \$470
- ◆ Need Effects: Comfort 6, Energy 2 (Nap)
- ◆ Need Max: Energy up to 40 (Nap)



### Cheap Eazzzzze Puffy Recliner

- ◆ Price: \$515
- ◆ Need Effects: Comfort 7, Energy 2 (Nap)
- ◆ Need Max: Energy up to 50 (Nap)



### The Old-Timer Recliner

- ◆ Price: \$650
- ◆ Need Effects: Comfort 7, Energy 2 (Nap)
- ◆ Need Max: Energy up to 70 (Nap)



### Werkbunnst/Shuttlecraft Recliner

- ◆ Price: \$790
- ◆ Need Effects: Comfort 7, Energy 2 (Nap), Environment 2
- ◆ Need Max: Energy up to 67 (Nap)



### Chez Chaise

- ◆ Price: \$900
- ◆ Need Effects: Comfort 8, Energy 2 (Nap), Environment 2
- ◆ Need Max: Energy up to 80 (Nap)



## Sofas & Loveseats

Sofas can give Comfort, Energy, or Fun. They're also a venue for group talk and have several object-assisted Sim-to-Sim interactions (e.g., Cuddle, Make Out, etc.)

Sofas seat three Sims and loveseats seat two.



### note

Object-assisted interactions are ones that two Sims can do if they're both engaged with the same object of a particular kind. For example, to cuddle, both Sims must be using the same sofa or bed.

All sofas have the following interactions:

- ◆ Sit: Satisfies Comfort
- ◆ Lounge: Satisfies Comfort faster, but can't do other things (talk, watch TV, etc.)
- ◆ Nap: Satisfies Energy
- ◆ Play: Satisfies Fun



### Satinistics Loveseat

- ◆ Price: \$150
- ◆ Need Effects: Comfort 4 (Sit), Comfort 5 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 20 (Nap)



### Futonesque Fantasy Sofa

- ◆ Price: \$180
- ◆ Need Effects: Comfort 4 (Sit), Comfort 5 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 20 (Nap)



### Coming Up Roses Loveseat by OakTowne

- ◆ Price: \$220
- ◆ Need Effects: Comfort 5 (Sit), Comfort 6 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 20 (Nap)



### Durable Value Sofa

- ◆ Price: \$250
- ◆ Need Effects: Comfort 5 (Sit), Comfort 6 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 20 (Nap)



### Floral Fantasy Sofa by OakTowne

- ◆ Price: \$360
- ◆ Need Effects: Comfort 5 (Sit), Comfort 6 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 20 (Nap)



### Zecutime Cityside Loveseat

- ◆ Price: \$400
- ◆ Need Effects: Comfort 6 (Sit), Comfort 7 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 40 (Nap)



### Contempto Adirondack Loveseat

- ◆ Price: \$450
- ◆ Need Effects: Comfort 6 (Sit), Comfort 7 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 40 (Nap)



### Merokkan Loveseat

- ◆ Price: \$500
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 7 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 50 (Nap)



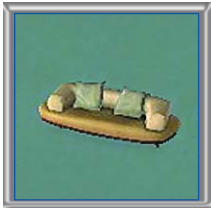
### Zecutime Cityside Sofa

- ◆ Price: \$550
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 7 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 40 (Nap)



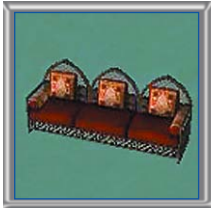
### Loveseat by Club Distress

- ◆ Price: \$750
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 70 (Nap)



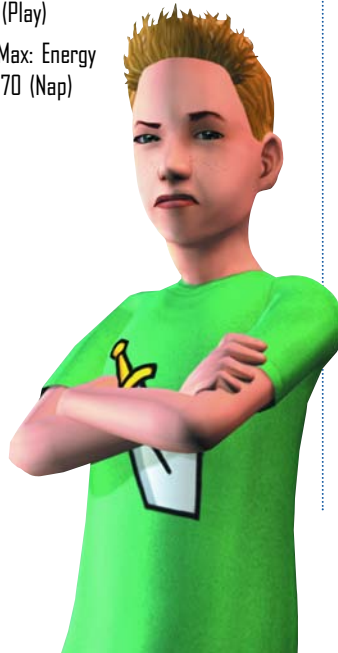
### Be There Designs "Bazaar Sofa"

- ◆ Price: \$800
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 50 (Nap)



### Luxuriare Loveseat

- ◆ Price: \$900
- ◆ Need Effects: Comfort 8 (Sit/Nap), Comfort 9 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 70 (Nap)



### Studio Bakonmi Deluxe Loveseat

- ◆ Price: \$770
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 67 (Nap)



### Seatris by Ima Hack

- ◆ Price: \$1,220
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 69 (Nap)



### Baroccoco Loveseat by MiRE

- ◆ Price: \$1,250
- ◆ Need Effects: Comfort 8 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 80 (Nap)



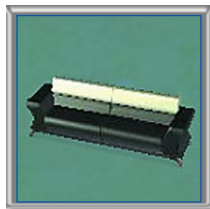
### Sofa by Club Distress

- ◆ Price: \$1,450
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap), Fun 4 (Play), Environment 2
- ◆ Need Max: Energy up to 70 (Nap)



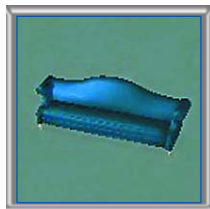
### Baroccoco Sofa by MiRE

- ◆ Price: \$1,500
- ◆ Need Effects: Comfort 9 (Sit/Nap), Comfort 9 (Lounge), Energy 2 (Nap), Fun 4 (Play), Environment 2
- ◆ Need Max: Energy up to 80 (Nap)



## Candy Coated Sofa

- ◆ Price: \$1,570
- ◆ Need Effects: Comfort 9 (Sit/Nap), Comfort 10 (Lounge), Energy 2 (Nap), Fun 4 (Play), Environment 2
- ◆ Need Max: Energy up to 82 (Nap)



## Sofa of Substance

- ◆ Price: \$1,625
- ◆ Need Effects: Comfort 9 (Sit/Nap), Comfort 10 (Lounge), Energy 2 (Nap), Fun 4 (Play), Environment 2
- ◆ Need Max: Energy up to 90 (Nap)



## Lap of Luxury Sofa

- ◆ Price: \$1,700
- ◆ Need Effects: Comfort 9 (Sit/Nap), Comfort 10 (Lounge), Energy 2 (Nap), Fun 4 (Play), Environment 2
- ◆ Need Max: Energy up to 90 (Nap)

## Beds

Though Sims can sleep in other places, beds are the primary vehicle for efficient, restful sleep. Sleeping on beds provides simultaneous Energy and Comfort. Other interactions allow satisfaction of just Comfort, increasing of Environment (making bed), and as a conduit for several very important object-assisted Sim-to-Sim interactions (e.g., WooHoo, Try for Baby).



## note

Sims remember in which bed and on which side of a double bed they sleep on after a few repetitions of the same bed/side.

Be consistent and your Sim will be too.

## Bed interactions include:

- ◆ Sleep in Pajamas/Sleep in Underwear: Satisfies both Comfort and Energy
- ◆ Relax: Satisfies Comfort; initial interaction for object-assisted interactions
- ◆ Make Bed: Reduces messiness and, thus, increases Environment
- ◆ Jump: Satisfies Fun (Autonomous immaturity only)



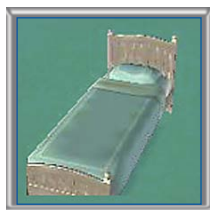
## Craftmeister's Pine Bed

- ◆ Price: \$300
- ◆ Need Effects: Comfort 1, Energy 2, Fun 2 (Jump)
- ◆ Need Max: Fun up to 60 (Jump)



## Cheap Eazzzzze Morrissey Double Bed

- ◆ Price: \$450
- ◆ Need Effects: Comfort 1, Energy 2, Fun 2 (Jump)
- ◆ Need Max: Fun up to 70 (Jump)



## Caress of Teak Bed

- ◆ Price: \$450
- ◆ Need Effects: Comfort 3, Energy 3, Fun 2 (Jump)
- ◆ Need Max: Fun up to 70 (Jump)



## Courtly Sleeper Day Dreamer

- ◆ Price: \$700
- ◆ Need Effects: Comfort 3, Energy 3, Fun 2 (Jump), Environment 2
- ◆ Need Max: Fun up to 70 (Jump)





### Zenu Meditation Sleeper

- ◆ Price: \$950
- ◆ Need Effects: Comfort 4, Energy 4, Fun 2 (Jump), Environment 2
- ◆ Need Max: Fun up to 80 (Jump)



### The Slim System, by Jim Slimboy

- ◆ Price: \$1,050
- ◆ Need Effects: Comfort 4, Energy 4, Fun 2 (Jump), Environment 2
- ◆ Need Max: Fun up to 80 (Jump)



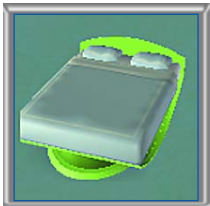
### Bed by St. Ajoque Reproductions

- ◆ Price: \$1,200
- ◆ Need Effects: Comfort 5, Energy 6, Fun 2 (Jump), Environment 2
- ◆ Need Max: Fun up to 80 (Jump)



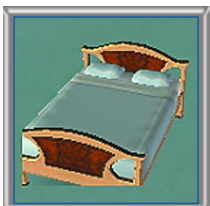
### Touch of Teak Bed

- ◆ Price: \$1,800
- ◆ Need Effects: Comfort 4, Energy 4, Fun 2 (Jump), Environment 3
- ◆ Need Max: Fun up to 80 (Jump)



### #4234 by C. Lee Funkensnooz

- ◆ Price: \$2,200
- ◆ Need Effects: Comfort 5, Energy 6, Fun 2 (Jump), Environment 4
- ◆ Need Max: Fun up to 80 (Jump)



### The Soma "Sleep Well"

- ◆ Price: \$2,600
- ◆ Need Effects: Comfort 6, Energy 6, Fun 2 (Jump), Environment 5
- ◆ Need Max: Fun up to 80 (Jump)



### Colonial Ironwood Bed

- ◆ Price: \$3,000
- ◆ Need Effects: Comfort 7, Energy 6, Fun 2 (Jump), Environment 5
- ◆ Need Max: Fun up to 80 (Jump)

## Miscellaneous

Miscellaneous Comfort items include barstools (for use at kitchen islands or bars) and outdoor seating furniture (can be used indoors too).

All have the following interactions:

- ◆ Sit: Satisfies Comfort
- ◆ Nap: Park Bench only; satisfies Energy
- ◆ Lounge: Park Bench only; satisfies more Comfort than Sit but no object-assisted interactions.
- ◆ Play: Park Bench only; satisfies Fun



### Keister Kompanion Barstool

- ◆ Price: \$185
- ◆ Need Effects: Comfort 3



### Ad-a-Quaint Barstool

- ◆ Price: \$285
- ◆ Need Effects: Comfort 3



### Outdoor Ergo Ergonomic Chair by Gdfoer-Ebadi Furnishings

- ◆ Price: \$320
- ◆ Need Effects: Comfort 5



## Piece of Quiet Park Bench

- ◆ Price: \$500
- ◆ Need Effects: Comfort 7 (Sit), Comfort 8 (Lounge), Energy 2, Fun 4
- ◆ Need Max: Energy up to 50 (Nap)



## Regulars Only Barstool

- ◆ Price: \$650
- ◆ Need Effects: Comfort 6



## Organic Material's Barstool

- ◆ Price: \$700
- ◆ Need Effects: Comfort 7, Environment 2



## Stiff by Superfluous Seating

- ◆ Price: \$750
- ◆ Need Effects: Comfort 7, Environment 2



## Surfaces

Surfaces encompass all kinds of tables, counters, and desks.

## Counters

Counters are the only surfaces on which food can be prepared. If there isn't at least one available countertop without something on it, cooking will be impossible until an obstructing object is cleaned or removed.



### note

Countertops have no Hunger satisfaction rating because they don't directly impact the satisfaction of Hunger.

Counters automatically join adjacent countertops to make a continuous-looking object.

Some objects must be placed inside countertops: dishwashers, trash compactors, and insert sinks. Functionally, the counter's prep surface is unchanged by the presence of an under-counter appliance but a sink (which goes on top) prevents the preparation of food.



### note

Unlike in the original THE SIMS, under-counter appliances must be inside a counter. They can't stand alone and act as a prep surface.

Kitchen islands can act as either prep or dining surfaces if barstools are placed on the side with the overhanging counter. Make sure this overhang is facing out of the kitchen if you want Sims to use this object properly.

### Interactions include:

- ◆ Clean: Increases Environment and builds Cleaning skill. Only available when drops below fixed level of dirtiness.



### note

Many counters have two seemingly identical listings in the Buy mode catalog. One is for a four-drawer unit and the other is for a drawer plus cabinet unit. There's no functional difference, but these add variety.



**Krampft Industries Value Counter**

◆ Price: \$140



**Counter Culture "Surface"**

◆ Price: \$200



**Catamaran Kitchen Island**

◆ Price: \$210



**Epikouros "Sleek Cuisine" Counter**

◆ Price: \$325



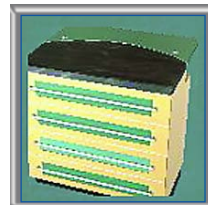
**Epikouros "Sleek Cuisine" Island**

◆ Price: \$335



**Chiclettina "Fjord" Kitchen Counter**

◆ Price: \$490



**Chiclettina "Archipelago" Kitchen Island**

◆ Price: \$500



**Club Room Countertop**

◆ Price: \$600



**Club Distress Butcher's Block**

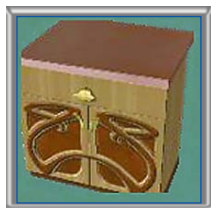
◆ Price: \$610



**Chiclettina "Sardinia" Kitchen Counter**

◆ Price: \$780

◆ Need Effect: Environment 2



## Chiclettina "Sardinia" Kitchen Island

- ◆ Price: \$790
- ◆ Need Effect: Environment 2



## Chez Moi French Country Counters

- ◆ Price: \$800
- ◆ Need Effect: Environment 2



## Counter Cooking Conundrum

- ◆ Price: \$810
- ◆ Need Effect: Environment 2

## Tables

Tables include all manner of dining surfaces. To sit at a table, there must be dining chairs around it; without chairs, Sims will use a table solely to dump dirty dishes and unread books.

Tables provide a place to sit and eat (the better the chairs, the more Comfort Sims get while dining), and can act as a venue for group talk. They can also double as a desk, hold a computer, or act as a serving table for special party foods (e.g., wedding or birthday cake).

Seating capacity varies from four to eight.

There are no interactions with dining tables.



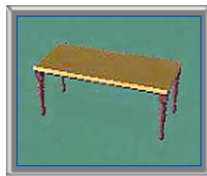
## NuMica Allinall Card Table

- ◆ Price: \$95



## PINEGULTCHER Outdoor Minitable

- ◆ Price: \$220



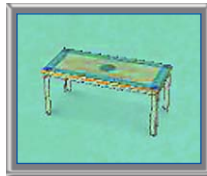
## The Talking Table

- ◆ Price: \$275



## FLATWÖUD Dining Table by Iseeya

- ◆ Price: \$450



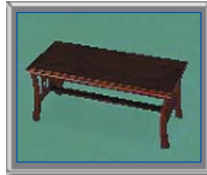
## Tablablanca from Simporters, Ltd.

- ◆ Price: \$690



## Exploding Dragon Dining Table

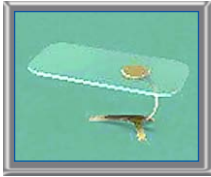
- ◆ Price: \$755
- ◆ Need Effects: Environment 2



## Luxiary "Ample King" Dining Table

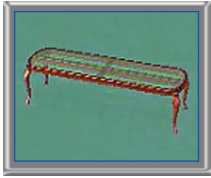
- ◆ Price: \$850
- ◆ Need Effects: Environment 2





### Milano Royale Dining Table

- ◆ Price: \$900
- ◆ Need Effects: Environment 2



### Manor House Patee Dining Table

- ◆ Price: \$1,080
- ◆ Need Effects: Environment 2



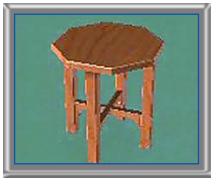
### Discourse Dining Table

- ◆ Price: \$1,200
- ◆ Need Effects: Environment 2

## End Tables

End tables act as surfaces for housing small objects (e.g., alarm clocks, table lamps, table phones, small potted plants and sculptures).

End tables have no interactions.



### Crazy 8 Table

- ◆ Price: \$65



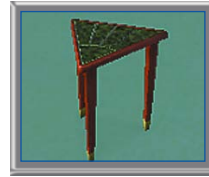
### Contempto Adirondack End Table

- ◆ Price: \$90



### Country Comfort Corner Table

- ◆ Price: \$110



### Tri-Tip Table

- ◆ Price: \$155



### The "Gold-end" Ratio Table

- ◆ Price: \$190



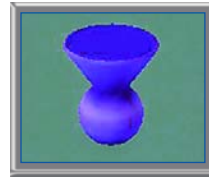
### Merokkan End Table

- ◆ Price: \$210



### Cornerstone "Sentinel" End Table

- ◆ Price: \$250



### Here and There Thing

- ◆ Price: \$280



### Gliteri & Co. Trieste End Table

- ◆ Price: \$310



### Curvaceous Colonial End Table

- ◆ Price: \$430



## Coffee Tables

Coffee tables, like end tables, are primarily receptacles for small objects (e.g., table telephone, compact stereo, video game console, small plants and statues).

Coffee tables have no interactions.



**Simply Spindle Coffee Table**

◆ Price: \$40



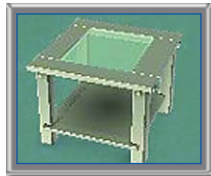
**Simple Structure End Table**

◆ Price: \$60



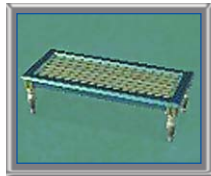
**Scraps Ranch "CafeMate" Coffee Table**

◆ Price: \$90



**End-to-End Table**

◆ Price: \$135



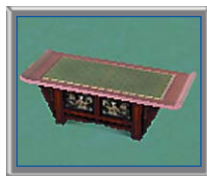
**Ad-a-Quaint Coffee Table**

◆ Price: \$140



**Club Distress Square Coffee Table**

◆ Price: \$155



**Tempered Tea Table**

◆ Price: \$221



**Moor is More Coffee Table**

◆ Price: \$225



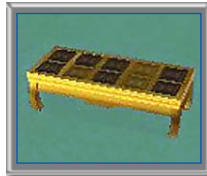
**Club Distress Avignon Rectangular Coffee Table**

◆ Price: \$240



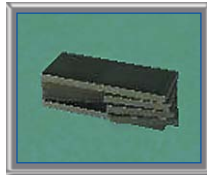
**Chabadii Chabudinky**

◆ Price: \$265



**Chabadii "Yet Another" Coffee Table**

◆ Price: \$290



**ScienStone "Dramatic" Coffee Table**

◆ Price: \$340



**Centerpieces Coffee Table**

◆ Price: \$370



**Cozy Colonial End Table**

◆ Price: \$400



**Queen Anne Coffee Table**

◆ Price: \$470

## Desks

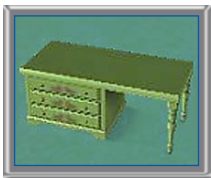
Desks function as host to various tabletop objects including, but not limited to, computers. They can house table lamps, some small electronics, and small to medium statues as well as dirty plates, newspapers, books, and other messy objects.

Desks have no interactions.



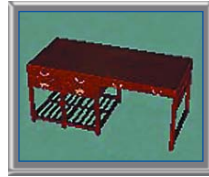
**Retratech "Office Pal" Economy Desk**

◆ Price: \$80



**Home Office Desk by Quaint Design**

◆ Price: \$220



**Tibetan Desk**

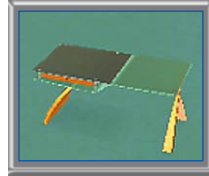
◆ Price: \$670



**Counter Productive Work Surface**

◆ Price: \$750

◆ Need Effects: Environment 2



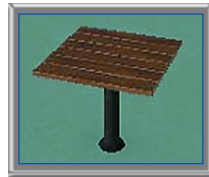
**Chiclettina Execudrone Desk**

◆ Price: \$1,000

◆ Need Effects: Environment 2

## Miscellaneous

This four-top dining table can be used inside too, but it's aesthetically designed to go outside.



**Park Plates Mini Outdoor Dining Table**

◆ Price: \$115





## Decorative

Decorative items are just that: decorative. The only Need they impact is Environment, though their effect can be profound (if you spend enough money).

Depending on their design, decorative objects can go in several places: on the floor, a countertop, a dining, coffee, or end table, a desk, the outdoor ground, the wall, or suspended from the ceiling.



### note

All sculptures and paintings can appreciate in value over time. See "Art Object Depreciation/ Appreciation," earlier in this chapter.

## Plants

None of these plants need any water or maintenance and will live forever.

Plants have no interactions.



### Frost de Fleur Bud Vase

- ◆ Price: \$30
- ◆ Need Effects: Environment I



### Sunflowers

- ◆ Price: \$45
- ◆ Need Effects: Environment I



### Hosta La Vista

- ◆ Price: \$90
- ◆ Need Effects: Environment I



### Blue Sky Bonsai Tree

- ◆ Price: \$99
- ◆ Need Effects: Environment I



### Falling Fern

- ◆ Price: \$111
- ◆ Need Effects: Environment I



### Juniper Bonsai Tree

- ◆ Price: \$120
- ◆ Need Effects: Environment I



### Mystic Life "Flower Vase"

- ◆ Price: \$150
- ◆ Need Effects: Environment I



### The Simulated Succulent

- ◆ Price: \$160
- ◆ Need Effects: Environment I





### Rubber Tree Plant

- ◆ Price: \$165
- ◆ Need Effects: Environment 1



### Fancifully Fuzzy Fern

- ◆ Price: \$170
- ◆ Need Effects: Environment 1



### No-Fuss Ficus

- ◆ Price: \$300
- ◆ Need Effects: Environment 2



### Fruitless Fig Tree

- ◆ Price: \$333
- ◆ Need Effects: Environment 2

## Sculptures

Most sculptures only serve to be visually interesting and enhance Environment score. Some, however, have some very interesting hidden interactions.

Placement of sculptures vary by kind and size.

All sculptures have at least one interaction:

- ◆ View: Satisfies Fun



### Shocking Pink Flamingo

- ◆ Price: \$12
- ◆ Need Effects: Fun 4 (Kick), Fun 2 (View)
- ◆ Need Max: Fun up to 60 (View)

Must be placed outdoors.

#### Interactions:

- ◆ Kick: Satisfies Fun, may cause Flamingo to fall over. Autonomous if Mood is low. Sims also kick it over when viewing it if they don't like it.
- ◆ Stand up: Resets Flamingo upright.



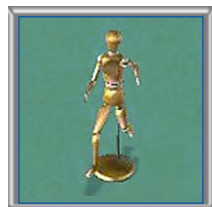
### Kozy Kitsch Gnome

- ◆ Price: \$68
- ◆ Need Effects: Fun 4 (Kick), Fun 2 (View), Fun 1 (Play With), Fun 5 (Steal), Fun 2 (Steal Back), Environment 1
- ◆ Need Max: Fun up to 60 (View)

Must be placed outdoors.

#### Interactions:

- ◆ Kick: Satisfies Fun, may cause Gnome to fall over. Autonomous if Mood is low. Sims kick it over autonomously when viewing it if they don't like the gnome.
- ◆ Stand up: Resets gnome upright.
- ◆ Play With: Satisfies Fun, Playful only.
- ◆ Gnome Buddy: Outgoing Sims may autonomously talk to the gnome.
- ◆ Steal: Grouchy Neighbors (not Townies) walking by the house may autonomously steal a gnome. If they leave the sidewalk and head toward the gnome, they're going to try to steal it. If a member of the household is near the gnome, the Neighbor will give up or, if they're really Grouchy, they'll steal it anyway. The thief gets Fun for a successful pilfering.
- ◆ Steal Back: If a member of a household whose gnome has been stolen appears on another lot as a walk-by Neighbor and is Playful and Grouchy, she'll autonomously steal back the gnome. Rescuer gets Fun.



## The Measure of a Sim Wooden Model

- ◆ Price: \$100
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



## Musée Public "Collection Sculpture"

- ◆ Price: \$200
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



## Flight-Away Model Plane

- ◆ Price: \$250
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



## Apple of the Eye

- ◆ Price: \$400
- ◆ Need Effects: Fun 3 (View), Environment 3
- ◆ Need Max: Fun up to 95 (View)



## Ancient Transport Urn Sculpture

- ◆ Price: \$500
- ◆ Need Effects: Fun 3 (View), Environment 4
- ◆ Need Max: Fun up to 95 (View)



## Immobile Chimes Mobile in Steel

- ◆ Price: \$1,500
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



## The My-Chi Sculpture Form

- ◆ Price: \$2,500
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



## 12th Century Song Dynasty Sculpted Vase

- ◆ Price: \$4,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



## On A Pedestal by Yucan Byall

- ◆ Price: \$5,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)

## Wall Hangings

Paintings are purely decorative objects, enhancing Environment score. They must hang on walls, but may be indoor or outdoor. They can't, however, hang on foundation (basements) or diagonal walls.



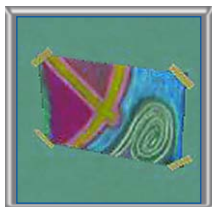
### note

Any painting created by a household Sim on an easel can be hung on the household's walls. Like Buy mode paintings.

these easel paintings fluctuate in value though they do have some extra elements that can enhance further [See "Art Object epreciation/Appreciation"]. The better the artist's Creativity, the higher an easel painting's Environment score.

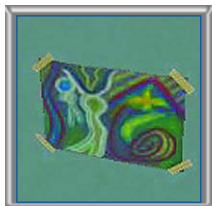
All paintings have one interaction:

- ◆ View: Satisfies Fun



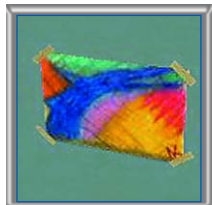
### Waderfall

- ◆ Price: \$35
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



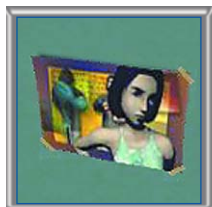
### The Monster Under My Bed by Little Timmy

- ◆ Price: \$35
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Dreams of a Gifted Mind

- ◆ Price: \$35
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Engineered Angst Full-Color Poster

- ◆ Price: \$40
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Engineered Angst Poster in Red

- ◆ Price: \$40
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Searing Indifference Wall Poster

- ◆ Price: \$50
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Civic Idol by Adora Wall Arts

- ◆ Price: \$50
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



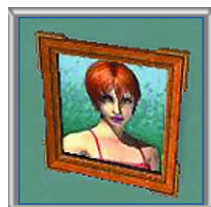
### Inverted Vertigo, Cover Art

- ◆ Price: \$60
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Korean Keumungo

- ◆ Price: \$80
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



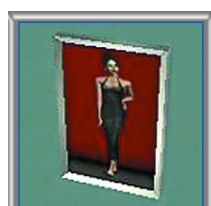
### Red vs. Blue Oil Portrait

- ◆ Price: \$120
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### Chinese Opera Mask by Old Face

- ◆ Price: \$150
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



### The Lady On Red

- ◆ Price: \$180
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



## Spherical Splendor

- ◆ Price: \$225
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



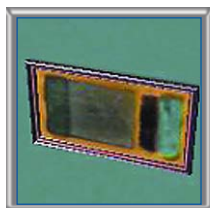
## The Lone Daisy

- ◆ Price: \$285
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



## Collage in Black and White

- ◆ Price: \$300
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



## Rainy Day Main Street

- ◆ Price: \$350
- ◆ Need Effects: Fun 3 (View), Environment 3
- ◆ Need Max: Fun up to 95 (View)



## Rolling Hills by H. Sean

- ◆ Price: \$400
- ◆ Need Effects: Fun 3 (View), Environment 3
- ◆ Need Max: Fun up to 95 (View)



## SimCity at Night

- ◆ Price: \$425
- ◆ Need Effects: Fun 3 (View), Environment 3
- ◆ Need Max: Fun up to 95 (View)



## Suspense

- ◆ Price: \$475
- ◆ Need Effects: Fun 3 (View), Environment 4
- ◆ Need Max: Fun up to 95 (View)



## Oil "Fantasy Scape"

- ◆ Price: \$500
- ◆ Need Effects: Fun 3 (View), Environment 4
- ◆ Need Max: Fun up to 95 (View)



## In the Beginning

- ◆ Price: \$600
- ◆ Need Effects: Fun 3 (View), Environment 4
- ◆ Need Max: Fun up to 95 (View)



## Winter Blossoms

- ◆ Price: \$650
- ◆ Need Effects: Fun 3 (View), Environment 5
- ◆ Need Max: Fun up to 95 (View)



## Bangpae Yeon from Simporters, Ltd.

- ◆ Price: \$700
- ◆ Need Effects: Fun 3 (View), Environment 5
- ◆ Need Max: Fun up to 95 (View)



## Transcendence by Joan Schnitzel

- ◆ Price: \$800
- ◆ Need Effects: Fun 3 (View), Environment 6
- ◆ Need Max: Fun up to 95 (View)





### Bella Squared

- ◆ Price: \$1,000
- ◆ Need Effects: Fun 3 (View), Environment 7
- ◆ Need Max: Fun up to 95 (View)



### The Meaning of Fruit

- ◆ Price: \$1,500
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



### Arghist Soldier

- ◆ Price: \$2,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



### Handle and Spout

- ◆ Price: \$2,500
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



### Ha-hye-tal Mask

- ◆ Price: \$3,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



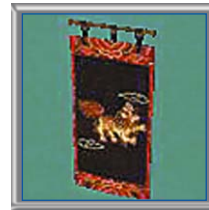
### Open-Wall Wall Fan

- ◆ Price: \$3,500
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



### Olive Peynter's City SkyScape

- ◆ Price: \$4,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



### The Fourth Element Wall Hanging

- ◆ Price: \$5,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



### Poisonous Forest (In Love with a Curse)

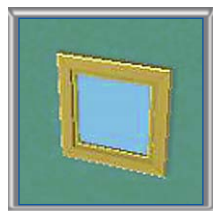
- ◆ Price: \$5,500
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)

## Mirrors

Mirrors serve three purposes: decorative, skill building, and Hygiene satisfaction. Depending on the kind, each mirror must be placed on a wall or on the floor.

Mirrors have several interactions:

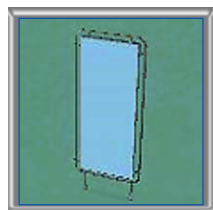
- ◆ Practice Speech/Practice Romance: Builds Charisma skill. Teen/adult/elder only.
- ◆ Gussy Up: Satisfies Hygiene. Neat will do this autonomously.
- ◆ Change Appearance: Opens interface that permits a Sim to change his hair color or style, makeup, glasses, costume makeup, color and shape of eyebrows, and color and shape of stubble and beards.
- ◆ Check Self Out: Teen only. Teens with consistently low Hygiene will notice Zits.
- ◆ Practice Kissing: Teens only if they have high Aspiration score.



## Reflective Glass Mirror

- ◆ Price: \$100
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 1

◆ Need Max: Hygiene up to 80 (Gussy Up)



## Modular Image Full-length Mirror

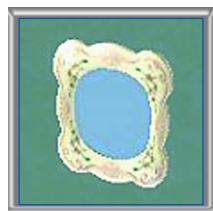
- ◆ Price: \$150
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 1

◆ Need Max: Fun up to 95 (View)



## Manor House Multi-Mirror

- ◆ Price: \$160
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



## Porcelain Oval Mirror

- ◆ Price: \$200
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



## Total Mirror

- ◆ Price: \$303
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



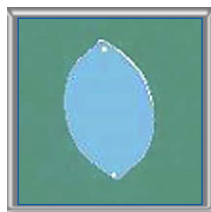
## Exotic Reflections Mirror

- ◆ Price: \$340
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



## Look Upon the Orient Mirror

- ◆ Price: \$370
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



## Obviously Modern Wall Mirror

- ◆ Price: \$399
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 2
- ◆ Need Max: Fun up to 95 (View)



## Club Distress Wall Mirror

- ◆ Price: \$580
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 3
- ◆ Need Max: Fun up to 95 (View)



## St. Ajoque Reproductions "See Plus" Mirror

- ◆ Price: \$750
- ◆ Skill: Charisma (Practice Romance or Practice Speech)

- ◆ Need Effects: Fun 3 (View), Environment 4
- ◆ Need Max: Fun up to 95 (View)



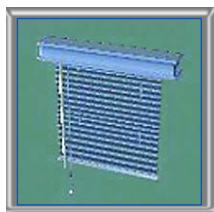
### Vision Mirrors "Past Reflections"

- ◆ Price: \$1,100
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Fun 3 (View), Environment 6

◆ Need Max: Fun up to 95 (View)

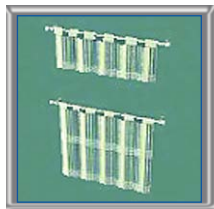
## Curtains

Curtains enhance Environment. They don't even need to be placed over windows. Try to match window and curtain size or you might get some unattractive combinations.



### Aluminium Privacy Blinds by P. King Tom Trading Co.

- ◆ Price: \$80
- ◆ Need Effects: Environment 1



### Stewart Mourning Café Curtains

- ◆ Price: \$97
- ◆ Need Effects: Environment 1



### Veil of Dreams

- ◆ Price: \$120
- ◆ Need Effects: Environment 1



### Deluxe Veil of Dreams

- ◆ Price: \$150
- ◆ Need Effects: Environment 2



### Antique Lace Curtains

- ◆ Price: \$165
- ◆ Need Effects: Environment 2



### Ultra Funky Curtain Clothes

- ◆ Price: \$170
- ◆ Need Effects: Environment 2



### Loft Curtains by Sparse and Fine

- ◆ Price: \$195
- ◆ Need Effects: Environment 2



### Cornerstone Victoriana Velvet Drapes

- ◆ Price: \$250
- ◆ Need Effects: Environment 2



### Sill-Length Tieback Curtains

- ◆ Price: \$300
- ◆ Need Effects: Environment 3



## Floor-Length Tieback Curtains

- ◆ Price: \$335
- ◆ Need Effects: Environment 3



## Doublewide Tieback Curtains

- ◆ Price: \$400
- ◆ Need Effects: Environment 4

## Miscellaneous



## Anytime Candles

- ◆ Price: \$100
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



## Bowl of Plastic Fruit

- ◆ Price: \$150
- ◆ Need Effects: Fun 3 (View), Environment 1
- ◆ Need Max: Fun up to 95 (View)



## AquaBox Five-Gallon Aquarium

- ◆ Price: \$300
- ◆ Skill: Cleaning (Clean Tank)
- ◆ Need Effects: Fun 10 (Watch), Fun 5 (Feed), Fun 4 (Restocking), Environment 1
- ◆ Need Max: Fun up to 70 (Watch) or 50 (Feed)

## Interactions:

- ◆ Restock: Teens/adults/elders only. Satisfies Fun and puts fish in tank. Only available when tank is empty or when fish have died (removes dead fish and puts in new).
- ◆ Watch: Satisfies Fun
- ◆ Feed Fish: Satisfies Fun and adds food to tank. Fish must be fed once every 48 hours or they'll die. Feeding more often makes the tank dirtier.
- ◆ Clean: Teens/adults/elders only. Increases Environment score if tank is in visibly dirty state. Sloppy Sims make puddles when cleaning. The Maid will clean the tank if it's dirty. Builds Cleaning skill.

The aquarium is a very complicated and powerful object but it requires some care. When bought, it doesn't contain any fish; someone must do the Restock interaction that adds fish and costs \$35. If no fish are put in, the tank is merely a lovely Environment enhancing object with no interactions.

Aquaria also emit light, further enhancing Environment score in their immediate area.

The tank becomes steadily dirty over time, coating the glass with green algae and progressively decreasing Environment score. Feeding adds extra dirtiness to the tank. If tank gets very dirty, fish will die.

If fish die, they independently reduce Environment score until removed.



## Exotic (Non)Screen from Simports, Ltd.

- ◆ Price: \$900
- ◆ Need Effects: Fun 3 (View), Environment 6
- ◆ Need Max: Fun up to 95 (View)





### Ol' Grandfather Clock

- ◆ Price: \$3,500
- ◆ Need Effects: Environment 3
- ◆ Skill: Mechanical (Maintain)

#### Interactions:

- ◆ Wind: Clock must be wound by a teen, adult, or elder every 72 hours or it will stop. If wound every 72 hours, the clock will chime every six hours.
- ◆ Maintain: Increases clock's value. Can only be done once every 10 days. Every time the Maintain interaction is done, the clock increases in value. Maintenance is not, however, required. While maintaining, Sims build Mechanical skill but risk breaking the clock. The lower Mechanical skill, the greater the chance the clock will break beyond repair.



### tip

Don't let a Sim with less than 5 Mechanical maintain the clock.

## Plumbing

Plumbing objects provide many essential interactions; if porcelain is involved, Plumbing is where you look.

## Toilets

All toilets are created equal; some just have cushier seats. In other words, they all replenish Bladder at the same rate, but public and high-end models boast gaudy amounts of Comfort while a Sim is parked on the seat.

Toilets have the following interactions:

- ◆ Use: Satisfies Bladder. Also dirties toilet.
- ◆ Flush: Available only if toilet is "filled." Clears toilet of use thus upping Environment. Also lowers chance of toilet clogging because full toilets are more likely to break. Neat Sims flush autonomously.

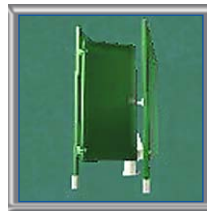
- ◆ Clean: Available only if toilet is dirty and resets toilet to fully clean state. Increases Cleaning skill.
- ◆ Play: Immature Toddlers with low Fun autonomous only. Satisfies Fun but depletes Hygiene and makes puddles that lower Environment.
- ◆ Unclog: Fixes clogged toilet and builds Mechanical skill. The longer toilet goes without a flush, the greater the probability it will clog. Clogged toilets are usable.

**Elders take twice as long to fulfill their Bladder Need than any other group.**



### Sewage Brothers Resteze Toilet

- ◆ Price: \$300
- ◆ Skill: Cleaning (Clean), Mechanical (Unclog)
- ◆ Need Effects: Bladder 10 (Use), Fun 2 (Play), Hygiene -2 (Play), Hygiene -1 (Use, Clean, Unclog)
- ◆ Need Max: Fun up to 50



### ResiStall Astro Divider 7

- ◆ Price: \$700
- ◆ Skill: Cleaning (Clean), Mechanical (Unclog)
- ◆ Need Effects: Bladder 10 (Use), Comfort 10 (Use), Fun 2 (Play), Hygiene -2 (Play), Hygiene -1 (Use, Clean, Unclog)
- ◆ Need Max: Fun up to 50



### Mentionable Porcelain Toilet

- ◆ Price: \$950
- ◆ Skill: Cleaning (Clean), Mechanical (Unclog)
- ◆ Need Effects: Bladder 10 (Use), Comfort 10 (Use), Fun 2 (Play), Hygiene -2 (Play), Hygiene -1 (Use, Clean, Unclog)
- ◆ Need Max: Fun up to 50



## Showers & Tubs

Showers, bathtubs, and shower tubs are the primary mechanisms for replenishing Hygiene. Up the line from cheapest to most expensive, several things vary: the time required to satisfy Hygiene, how much if any Comfort Sims receive, and impact on Environment.

Generally, showering is the fastest way to get clean. Bathing is slower but also offers Comfort.

Age also comes into play in the comparison of showers vs. tubs. Toddlers can only bathe in a bath.

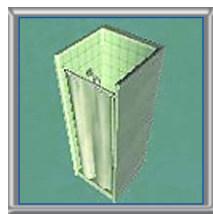


### note

Toddlers can't, themselves, interact with bathtubs or shower tubs; they must be bathed by a teen, adult, or elder.

Showers, tubs, and shower tubs can have the following interactions:

- ◆ Take Bath: Satisfies Hygiene and Comfort.
- ◆ Take Shower: Satisfies Hygiene. If Sim is Sloppy and in shower stall only, also satisfies Bladder (yes, that means what you think it means).
- ◆ Take Bubble Bath: Fills Hygiene and Comfort. Compared to regular bath, fills Hygiene slower and Comfort faster.
- ◆ Clean: Available only if shower or bath is dirty and resets it to fully clean state. Increases Cleaning skill.
- ◆ Repair: Fixes broken showers/bathtubs and builds Mechanical skill.
- ◆ Bathe Toddler: Satisfies toddler's Hygiene.
- ◆ Play: Autonomous Fun.



### Clean Water Shower System

- ◆ Price: \$650
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 8 (Take a Shower), Bladder 1 (Take a Shower, Sloppy only)



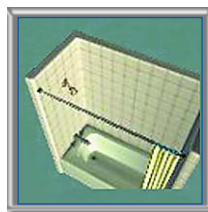
### Krampf Industries "HubbaTubba" Economy Bathtub

- ◆ Price: \$700
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 6 (Take a Bath), Comfort 4 (Take a Bath), Hygiene 5 (Take a Bubble Bath), Comfort 6 (Take a Bubble Bath), Hygiene 6 (Bathe Toddler), Fun 3 (Play), Environment 2



### The Black and White "Bare" Bath

- ◆ Price: \$900
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 7 (Take a Bath), Comfort 6 (Take a Bath), Hygiene 6 (Take a Bubble Bath), Comfort 10 (Take a Bubble Bath), Hygiene 7 (Bathe Toddler), Fun 3 (Play), Environment 2



### AquaPlus Shower Stall

- ◆ Price: \$1,000
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 7 (Take a Shower), Hygiene 6 (Take a Bath), Comfort 4 (Take a Bath), Hygiene 5 (Take a Bubble Bath), Comfort 6 (Take a Bubble Bath), Hygiene 6 (Bathe Toddler), Environment 2



### Simple Tub from Krampf Industries

- ◆ Price: \$1,500
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)

- ◆ Need Effects: Hygiene 8 (Take a Bath), Comfort 8 (Take a Bath), Hygiene 7 (Take a Bubble Bath), Comfort 10 (Take a Bubble Bath), Hygiene 8 (Bathe Toddler), Fun 3 (Play), Environment 3



### Coloratura by Chrome Concepts

- ◆ Price: \$1,500
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 10 (Take a Shower), Bladder 2 (Take a Shower, Sloppy only), Environment 3



### Colonial Bathtub by Imperial Plumbing Works

- ◆ Price: \$1,800
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 8 (Take a Bath), Comfort 8 (Take a Bath), Hygiene 7 (Take a Bubble Bath), Comfort 10 (Take a Bubble Bath), Hygiene 8 (Bathe Toddler), Fun 3 (Play), Environment 3



### Colonial ComboClean by Imperial Plumbing Works

- ◆ Price: \$2,200
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 10 (Take a Shower), Hygiene 8 (Take a Bath), Comfort 8 (Take a Bath), Hygiene 7 (Take a Bubble Bath), Comfort 10 (Take a Bubble Bath), Hygiene 6 (Bathe Toddler), Fun 3 (Play), Environment 4

## Sinks

Sinks are a minor tool for satisfying Hygiene, the only way to bathe a baby, a means of washing dishes, and way to get small doses of Hunger satisfaction.

There are two kinds of sinks:

- ◆ Pedestal: Freestanding, must be placed against wall
  - ◆ Countertop: Inset in countertop object
- Sinks include the following interactions:
- ◆ Get a Drink: Satisfies Hunger, depletes Bladder
  - ◆ Wash Hands: Satisfies Hygiene
  - ◆ Bathe Baby: Increases baby Hygiene
  - ◆ Sponge Bath: Autonomous Only. If Sim's Neat/Sloppy is below 6 and Hygiene is less than -50, Sim may strip and take a sponge bath.
  - ◆ Clean: Available only if sink is dirty. Resets it to fully clean state. Increases Cleaning skill.
  - ◆ Repair: Fixes broken sinks and builds Mechanical skill.



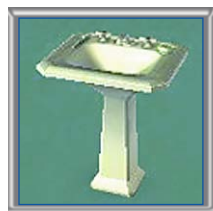
### note

There's no functional difference between sinks in bathrooms, kitchens, or anywhere else.



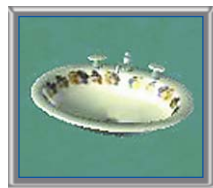
### Superlative Sink by "The Greatest Designer Alive"

- ◆ Price: \$250
- ◆ Type: Countertop
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 5 (Wash), Hygiene 6 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)



## Simple Sink from Krampft Industries

- ◆ Price: \$275
- ◆ Type: Pedestal
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 5 (Wash), Hygiene 6 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)



## Floral Sink

- ◆ Price: \$330
- ◆ Type: Countertop
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 5 (Wash), Hygiene 7 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)



## Garden Fresh Pedestal Sink

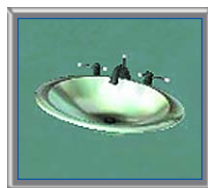
- ◆ Price: \$355
- ◆ Type: Pedestal
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 5 (Wash), Hygiene 7 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)



## Hydronic CleanSheen Basin

- ◆ Price: \$410
- ◆ Type: Countertop
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)

- ◆ Need Effects: Hygiene 6 (Wash), Hygiene 7 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 90 (Bathe Baby)



## Imperial Plumbing Works Tivoli Basin

- ◆ Price: \$560
- ◆ Type: Countertop
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)

- ◆ Need Effects: Hygiene 6 (Wash), Hygiene 7 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 90 (Bathe Baby)



## Filigree Facebowl by Imperial Plumbing Works

- ◆ Price: \$610
- ◆ Type: Countertop
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)

- ◆ Need Effects: Hygiene 6 (Wash), Hygiene 7 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)



## Imperial Lyon Basin

- ◆ Price: \$640
- ◆ Type: Pedestal
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)

- ◆ Need Effects: Hygiene 6 (Wash), Hygiene 7 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)





### Victor Victorian Pedestal Sink

- ◆ Price: \$700
- ◆ Type: Pedestal
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 6 (Wash), Hygiene 7 (Sponge Bath), Hunger 1 (Drink), Environment 2

- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)

## Hot Tubs

The hot tubs are extremely powerful objects, especially when it comes to socializing. They simultaneously provide Hygiene, Comfort, and Fun. If there's more than one Sim in the tub, group talk and, thus, Social satisfaction, ensues.

Only teens, adults, and elders may use a hot tub, though any pregnant Sims are barred until after delivery. The tubs hold up to four Sims at once.



### note

Extremely Outgoing Sims will get in the tub naked and will influence those entering after to do the same.

Sims may stay in the tub until all affected Needs are fulfilled or Hunger, Energy, or Bladder get too low.

Hot tubs are also one of the three places in which adult or elder Sims can do WooHoo or Try for Baby (they must be cuddling first).

Interactions include:

- ◆ Get In: Enter empty hot tub.
- ◆ Join: Enter hot tub with at least one (but no more than three) Sims.
- ◆ Move: Moves Sim from one seat to another.

- ◆ Talk: Talk to a specific Sim.

- ◆ Repair: Fixes broken hot tubs and builds Mechanical skill.



### note

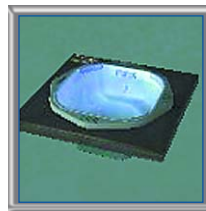
All "object-assisted" interactions require both Sims to be in the tub in adjacent seats. WooHoo and Try for Baby work only if there are no more than two Sims in the tub.



### Bubble-Up "Soaking Zone" Hot Tub

- ◆ Price: \$6,500
- ◆ Skill: Mechanical (Repair)
- ◆ Need Effects: Hygiene 5, Fun 7, Comfort 6, Environment 9

- ◆ Need Max: Fun up to 80, Hygiene up to 50



### VaporWare Submergence Spa

- ◆ Price: \$8,500
- ◆ Skill: Mechanical (Repair)
- ◆ Need Effects: Hygiene 5, Fun 7, Comfort 6, Environment 10
- ◆ Need Max: Fun up to 80, Hygiene up to 50



### note

There's a third hot tub ("The Love Tub") but it can be acquired only as an Aspiration reward. After its special powers have expired, it reverts to being a regular hot tub.

## Appliances

Appliances include everything your Sims need to cook food and dispose of a variety of messes. Some even provide a little pick-me-up for sagging Sims.



## Cooking

Cooking appliances are where cooked food gets, well, cooked. Cooking is the crucial final step in the preparation of extremely satisfying food.

**Interactions include:**

- ◆ Have Meal: Satisfies Hunger. Prepares one serving of specified food.
- ◆ Serve Meal: Satisfies Hunger. Prepares six servings of specified food.
- ◆ Grill: Grill only. Satisfies Hunger. Prepares six servings of a specified grill food.
- ◆ Clean: Satisfies Fun for Neat. Increases Cleaning skill and Environment score.



### The Grillinator "BigBQ"

- ◆ Price: \$210
- ◆ Need Effects: Hunger 1



### Brand Name MetalKettle

- ◆ Price: \$299
- ◆ Need Effects: Hunger 1



### Dialectric ReadyPrep Range

- ◆ Price: \$400
- ◆ Skill: Cleaning (Clean)
- ◆ Need Effects: Hunger 1



### Ciao Time "Mondo Fuego" Gas Stove

- ◆ Price: \$650
- ◆ Skill: Cleaning (Clean)
- ◆ Need Effects: Hunger 4



### Elegant Chef FlameBay Gas Range

- ◆ Price: \$900
- ◆ Skill: Cleaning (Clean)
- ◆ Need Effects: Hunger 10



### Shiny Things, Inc. Grandiose Grill

- ◆ Price: \$1,100
- ◆ Need Effects: Hunger 10

## Refrigerators

Refrigerators are the starting point of the Sim food chain. The better the fridge, the higher quality the food that comes out of it, the greater its capacity, and the more it contributes to Environment.

Refrigerators have two different Fun interactions that can provide quick amusement for members of the household.

**Interactions include:**

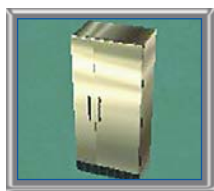
- ◆ Have a Snack: Satisfies Hunger.
- ◆ Have Meal: Satisfies Hunger. A single serving of specified food.
- ◆ Serve Meal: Satisfies Hunger. Six servings of a specified food.
- ◆ Serve Dessert: Satisfies Hunger and Fun.
- ◆ Grill: Satisfies Hunger. Six servings of a specified grilled food. Requires grill on lot.
- ◆ Juggle Bottles: Satisfies Fun.
- ◆ Check Food Supplies: Not available when fridge is fully stocked.
- ◆ Play: Satisfies Fun. Autonomous only. Immature Sims swing on the refrigerator doors.



### Brand Name "EconoCool" Refrigerator

- ◆ Price: \$600
- ◆ Food Capacity: 200
- ◆ Need Effects: Fun 3 (Juggle Bottles or Play), Hunger 10

◆ Need Max: Fun up to 50 (Juggle Bottles or Play)



### Ciao Time Bovinia Refrigerator Model BRRR

- ◆ Price: \$1,500
- ◆ Food Capacity: 300
- ◆ Need Effects: Fun 3 (Juggle Bottles or Play), Environment 2, Hunger 10

◆ Need Max: Fun up to 50 (Juggle Bottles or Play)

## Small Appliances

Small appliances fit on countertops.



### Extra Pep Coffeemaker

- ◆ Price: \$85
- ◆ Need Effects: Hunger 1, Bladder -1, Energy 3, Fun 1 (Juggle Mugs)
- ◆ Need Max: Fun up to 70 (Juggle Mugs)



### note

Sims who drink too much coffee or espresso start to visibly shake.

#### Interactions:

- ◆ Make Coffee: Prepares eight servings. Instantaneous.
- ◆ Drink Coffee: Take and consume one cup. Satisfies Energy and Hunger and depletes Bladder. Must be made first. Each cup takes about thirty to forty minutes to consume.
- ◆ Juggle Mugs: Satisfies Fun.



### note

When a Sim is juggling either coffee mugs or espresso cups, other Sims can click on the juggling Sim and choose Join Juggling.

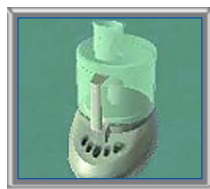


### TechTonic Touch Toaster Oven

- ◆ Price: \$100
- ◆ Need Effects: Hunger 1

#### Interactions:

- ◆ Have Meal: Satisfies Hunger. Makes one serving of specified food.



### XLR8R2 Food Processor

- ◆ Price: \$220
- ◆ Need Effects: Hunger 2

No interactions. Speeds preparation of food.



### Brand Name Zip Zap Microwave

- ◆ Price: \$250
- ◆ Skill: Mechanical (Repair)
- ◆ Need Effects: Hunger 2

#### Interactions:

- ◆ Have Dinner: Dinner hours only. Satisfies Hunger. Makes one serving of TV Dinner. No other meals available.



### Ciao Time Espresso Machine

- ◆ Price: \$450
- ◆ Need Effects: Hunger 1, Bladder -1, Energy 4, Fun 3 (Juggle Mugs), Fun 1 (Serve or Have)

◆ Need Max: Fun up to 50 (Serve, Have, or Juggle Cups)

#### Interactions:

- ◆ Make Espresso: Satisfies Fun. Makes one serving. Sim takes a cup automatically when done. Preparation process takes slightly longer than coffee.



- ◆ **Serve Espresso:** Satisfies Fun. Makes two servings. Sim takes a cup automatically when done. Preparation process takes slightly longer than coffee.
- ◆ **Take a Cup:** Satisfies Energy and Hunger but accelerates Bladder depletion. Occurs automatically for first cup but can select interaction if a cup is waiting on the machine.
- ◆ **Juggle Cups:** Satisfies Fun.



## note

**Serving espresso and coffee are very important when you have visitors because there are no other ways**

**for visitors to replenish Energy. They can take prepared servings but can't work the machine, so household Sims must actually prepare the beverages.**

## Large Appliances

Large appliances make many of life's more tedious chores bearable or at least quicker.



### Gagma Simore "RefuseNik" Trash Compactor

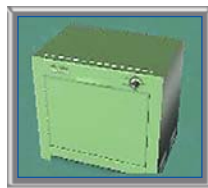
- ◆ Price: \$375
- ◆ Skill: Mechanical (Repair)

**Compactor** is a large capacity trash can that tucks out of the way inside a countertop object.

Sims fill the unit autonomously or when directed to clean up a piece of trash.

#### Interactions:

- ◆ **Empty:** Available only if compactor contains trash. Sim takes a trash bag from the compactor and deposits it in the curbside trashcan. Can be done before compactor is full. If compactor is full, drawer sticks open, lowering Environment. After eight hours, open drawer begins to stink, further lowering Environment.
- ◆ **Repair:** Fixes broken trash compactor and builds Mechanical skill.



### Wishy-Washer from Brandname LX

- ◆ Price: \$550
- ◆ Skill: Mechanical (Repair)

Dishwashers are much faster than washing dishes in the sink, increasing time efficiency. Household members, Maids, and visitors can put dishes in the dishwasher any time (even if it's running) and there's no need to unload (they magically return to their proper place). Must be installed inside a countertop object but not an island or counter with a sink.

This inexpensive dishwasher is noisy and will awaken Sims sleeping in the room.

#### Interactions:

- ◆ **Repair:** Fixes broken dishwasher and builds Mechanical skill.



### Shiny Things Inc. Whisp-Aire Dishwasher

- ◆ Price: \$950
- ◆ Skill: Mechanical (Repair)

See above.

This expensive dishwasher is quiet and won't awaken Sims sleeping in the room.

## Electronics

Electronic items are primarily used for entertainment but many serve vital household functions too.

## Entertainment

Entertainment objects serve up fun to Sims who use them and anyone who watches.





### VroomMaster 4000

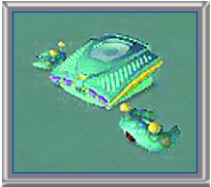
- ◆ Price: \$149
- ◆ Need Effects: Fun 5 (Play), Fun 3 (Watch)
- ◆ Need Max: Fun up to 90 (Play) and 85 (Watch)

The VroomMaster toy can be used by one Sim, but others may autonomously watch the car as it zooms around the room (getting Fun as well). The car goes wherever it wants; it can't be directed (not by you at least).

Can be placed on any table or counter or on the floor.

#### Interactions:

- ◆ Play With: Satisfies Fun.
- ◆ Watch: Satisfies Fun. Autonomous only.



### Maxis™ Game Simulator

- ◆ Price: \$560
- ◆ Need Effects: Fun 9 (Play), Fun 9 (Watch)
- ◆ Need Max: Fun up to 90 (Play, adult) or 80 (Play, elder) and 90 (Watch)
- ◆ Group Activity

Actual Fun satisfaction is based on age:

- ◆ Child: 11 (extra, extra Fun)
- ◆ Adult: 9
- ◆ Teen: 10
- ◆ Elder: 8

Fun maximums are also age dependent: Elders top out at 80 Fun while adults last until 90. Teens and children have no max.

Winner is determined based on each Sim's Logic, Mood, and age; teens are usually the best players but usually it's the Sim with the highest Logic who prevails.

Additional games can be purchased from video game racks in Community Lots. All games, however, offer the same Fun to each age.

When a game is done, Neat Sims put the game away properly and others leave controllers where they sit.

Can be placed on a coffee table or the floor and must be near a TV.

#### Interactions:

- ◆ Play Game: Satisfies Fun.
- ◆ Join Play: Satisfies Fun and Social.
- ◆ Watch: Satisfies Fun and Social.
- ◆ Put Away Controllers: Increases Environment. Only available if controllers are not put away.



### Sweet Tooth Survivor Pinball

- ◆ Price: \$1,750
- ◆ Need Effects: Fun 10 (Play), Fun 3 (Watch), Environment 2

At end of game, Sim either wins or loses based, in part, on Sim's Mechanical and Body skills.

If player Joins, Sims take turns. Both get Social. Winner is random but usually the Sim with highest Body and/or Mechanical wins.

#### Interactions:

- ◆ Play: Satisfies Fun
- ◆ Join: Satisfies Fun and Social



### Election Day Retro Space-Age Action Pinball

- ◆ Price: \$1,750
- ◆ Need Effects: Fun 10 (Play), Fun 3 (Watch), Environment 2

See above.



## TVs and Computers

TVs and computers are extremely important objects, providing hours of group Fun, myriad of Social outlets, and several essential services.



### Trotco 27" Multivision Television

- ◆ Price: \$500
- ◆ Skill: Cooking (Watch Yummy Channel), Body (Work Out), Mechanical (Repair)

- ◆ Need Effects: Fun 6 (varied by Sim's reaction to the channel), Energy -3, Comfort -3, Hygiene -7, (Work Out)
- ◆ Need Max: Depends on Sim's reaction to channel

TVs have several channels, changeable with the Change interaction on the TV. Ages prefer different channels as reflected in each age's Fun satisfaction speed and Fun maximum when watching the channel. The more they like a channel, the longer they'll watch. If they hate a channel, they'll exit sooner. Sims turning on a TV or joining it when no other Sims are watching will change to their age's preferred channel. There are four levels of reaction: Love, Like, Dislike, and Hate.

### TV Channel Reactions By Age

Age	SBN	SimStation Dance	KidzTube	Yummy Channel
Toddler	Hate	Dislike	Love	Like
Child	Dislike	Like	Love	Hate
Teen	Like	Love	Hate	Dislike
Adult	Love	Hate	Dislike	Like
Elder	Like	Hate	Dislike	Love



### tip

**IF mixed groups are watching TV, find a station they all feel reasonably favorable toward. There is no station,**

**however, that every group likes, so compromises are essential.**

TVs impart skills but at a lower rate than dedicated skill objects. Cooking skill is learned from the Yummy Channel and Body is gained by using the Work Out interaction on the TV itself.

### Interactions:

- ◆ Turn On: Sim turns on TV to age-favored channel.
- ◆ Watch: Satisfies Fun. Watching can be done sitting in a seat, on the floor, or standing.
- ◆ Turn Off: Sim turns off TV. Neat Sims will do this autonomously when done watching.
- ◆ Change Channel: See above.
- ◆ Join: Toddlers, children, teens, adults, and elders will join a Sim already watching TV. Social interaction ensues.
- ◆ Work Out: Sim dons workout clothes and does floor exercises to get Body skill.
- ◆ Repair: Builds Mechanical skill.



### Moneywell Computer

- ◆ Price: \$1,000
- ◆ Skill: Creativity (Write Novel), Mechanical (Repair)
- ◆ Need Effects: Fun 7 (Play, Watch, Chat), Social (Send/Receive e-mail, Chat)

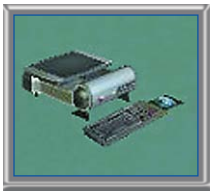
- ◆ Need Max: Fun up to 75 (Chat), 90 (Play), 80 (Watch Play)

**Must be placed on a desk or table with a dining chair in front.**

### Interactions:

- ◆ Play Game: Satisfies Fun. Playing games works identically to the Maxis™ Game Simulator and buying games from Community Lots makes them available on all computers too.
- ◆ Write Novel: Sim writes a novel, the quality and monetary value of which depends on Sim's Creativity. Writing novels builds Creativity skill and takes about 50 hours. Value of novel ranges from \$2,000 for lousy novel to \$3,500 for excellent novel.
- ◆ Send E-mail: Satisfies Fun. Sims can e-mail non-household Sims who they know and who have a computer. Gain Relationship score for sent e-mail.

- ◆ Receive E-mail: Satisfies Fun and Social (multiplied by number of e-mails received).
- ◆ Chat With: Satisfies Social. Chat with Sims who Sims may not know and who could be an NPC. Sometimes, other Sim ask to be invited over. Children may Chat only with other children.
- ◆ Find Job: Several job listings (many more than newspaper) appear on the computer, changing daily.
- ◆ Restock Groceries: Order groceries online just as over the telephone.
- ◆ Find Own Place: Initiates move out procedure.
- ◆ Repair: Builds Mechanical skill.



### Little Sister, WD15

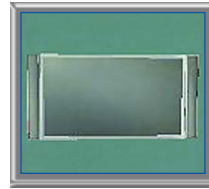
- ◆ Price: \$2,800
- ◆ Skill: Creativity (Write Novel), Mechanical (Repair)
- ◆ Need Effects: Fun 7 (Play, Watch, Chat), Social (Send/Receive E-mail, Chat), Environment 3
- ◆ Need Max: Fun up to 75 (Chat), 90 (Play), 80 (Watch Play)

See **Moneywell Computer**, above. The only difference is **Environment** score.



### Soma 44" PancakeTek Television

- ◆ Price: \$3,500
  - ◆ Skill: Cooking (Watch Yummy Channel), Body (Work Out), Mechanical (Repair)
  - ◆ Need Effects: Fun 8 (varied by Sim's reaction to the channel), Energy -3, Comfort -3, Hygiene -7, (Work Out), Environment 3
  - ◆ Need Max: Depends on Sim's reaction to channel
- See **Trottco 27" MultiVid IV Television**, above.



### Soma "Wall-Eye" Large Screen Flat-Panel Television

- ◆ Price: \$8,000
- ◆ Skill: Cooking (Watch Yummy Channel), Body (Work Out)
- ◆ Need Effects: Fun 10 (varied by Sim's reaction to the channel), Energy -3, Comfort -3, Hygiene -7, (Work Out), Environment 7
- ◆ Need Max: Depends on Sim's reaction to channel

See **Trottco 27" MultiVid IV Television**, above.

Can't be repaired.

## Audio

Audio objects enable two primary activities: dancing and working out.

The amount of Fun (satisfaction speed and maximum) derived from dancing increases with the quality of stereo. The high-end stereo also increases Environment.

### Interactions:

- ◆ Turn On: Activates stereo.
- ◆ Switch To: Changes music channel. Channels include: Techno, Salsa, Pop, Metal, Hip Hop. Channels have no effect on Fun or the way Sims dance.
- ◆ Dance Solo: Satisfies Fun. Sim dances by herself. Multiple Sims can dance solo to stereo but no Social motive is gained. To dance together, Sims must do a Dance Together interaction on one another; high relationship Sims switch from Dance Solo to Dance Together autonomously. Alternately, high relationship Sims who are both dancing Solo will face and look at each other. Dance Solo does not build Dancing skill and does not satisfy Social.
- ◆ Join: Satisfies Fun. Available on the stereo or a solo dancing Sim. Directs Sim to dance solo alongside others.
- ◆ Next Song: Changes to next song on music station.
- ◆ Work Out: Sim dons workout clothes and does floor exercises to get Body skill.
- ◆ Turn Off: Switches Stereo off.



◆ Listen to Music: Satisfies Fun. Available only when Sim is relaxing in bed and only when stereo is in same room as bed (no remote speakers).

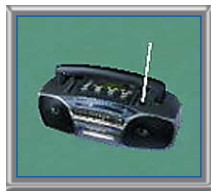
◆ Repair: Builds Mechanical skill.



## note

To dance together, click on intended dance partner and choose "Dance Together" [available only if music is playing nearby]. If relationship is high enough, other Sim will accept. Increases Relationship scores and Social and can increase Dancing skill.

## Compact Stereo by Lo-Fi Audio

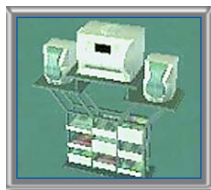


◆ Price: \$99

◆ Skill: Body (Work Out)

◆ Need Effects: Fun 7 (Dance together), Fun 5 (Dance Solo), Fun 3 (Listen to Music—in Bed), Energy -3, Comfort -3, Hygiene -7, (Work Out)

◆ Need Max: Fun up to 55 (Dance Solo) or 65 (Dance together) or 60 (Listen to Music).



## Fun-Kadelic Frequency Stereo System from Kauker Inc.

◆ Price: \$375

◆ Skill: Body (Work Out), Mechanical (Repair)

◆ Need Effects: Fun 9 (Dance Together), Fun 8 (Dance Solo), Fun 3 (Listen to Music—in Bed), Energy -3, Comfort -3, Hygiene -7, (Work Out)

◆ Need Max: Fun up to 75 (Dance Solo) or 85 (Dance together) or 60 (Listen to Music)



## Neukum Systems Wall Speaker

◆ Price: \$400

These speakers extend music produced by the closest stereo on the same floor. Normally, music is limited to the room with the stereo. With speakers arrayed around the lot, Sims can dance anywhere there's a speaker.

To dance to music from a remote speaker, click on the stereo itself and choose Dance Solo or click on another Sim near the speaker and pick Dance Together.

Working out can be done only near the stereo itself.

To operate the stereo itself (turn on, switch station, etc.), the Sim must walk to it.



## Soma AudioGeek TK421 Tower System

◆ Price: \$2,550

◆ Skill: Body (Work Out), Mechanical (Repair)

◆ Need Effects: Fun 10 (Dance Together), Fun 10 (Dance Solo), Fun 3 (Listen to Music—in Bed), Energy -3, Comfort -3, Hygiene -7, (Work Out), Environment 2

◆ Need Max: 60 (Listen to Music)

## Small Electronics



## Get Up! Alarm Clock

◆ Price: \$30

Can be placed on tall end tables and dining tables.

### Interactions:

◆ Set Alarm: Set clock to ring every work or school day one hour before carpool arrives. Alarm will not sound if the Sim does not



have a job or isn't in school. Wakes all Sims in the room, not just the one for whom the bell tolls.

- ◆ **Unset Alarm:** Available only if alarm's been set. Deactivates alarm until reset.
- ◆ **Turn Off Ringing Alarm:** Any child, teen, adult, or elder in the room will wake up and autonomously deactivate the alarm for the day. Does not "unset" alarm for the future. Can also be user directed. If Sim is Lazy, there's a random chance he'll turn off the alarm and go back to sleep. If his Mood is lower than -25, the Sim will instead smash the alarm clock; there's a chance of breaking the clock if the Sim has Body skill of five or more.
- ◆ **Clean:** If clock is smashed and broken, cleans up debris and throws in trash.



### note

A ringing alarm clock in a room dramatically brings down Environment score.

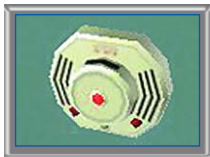


### SimLine Table Phone

- ◆ Price: \$50
- ◆ All telephone interactions are covered throughout this book.

Must be placed on a table, counter, coffee table, or end table.

If the phone is put down away from the base and phone rings, phone can be answered by clicking on either the base or the remote handset.



### SmokeSentry SmokeSniffer 3000

- ◆ Price: \$50

Will sound and automatically (no interaction required)

summon the fire department if a fire breaks out in the same room. Without this alarm, a Sim must be stopped from panicking and directed to call the fire department.



### tip

The smoke alarm is essential if low Cooking skill Sims are using the kitchen, as fires tend to break out frequently.

Put one in any room that has a stove or a fireplace.



### CyberChronometer Alarm Clock

- ◆ Price: \$60

No functional difference to cheaper version. See Get Up! Alarm Clock, above.



### SimLine Wall Phone

- ◆ Price: \$75

Same as Sim Line Table Phone (above) but must be placed on a wall.



### SimSafety V Burglar Alarm

- ◆ Price: \$250

This wall-mounted alarm sounds and automatically summons the police if a burglar enters the room it's in. Puts burglar in panic mode, preventing him from taking any objects.



### tip

Place the burglar alarm in any room with an exterior entrance that's accessible from the ground.

## Lighting

Lighting makes houses look better inside and out during nighttime hours but is also a major factor in Environment score.

Every light has several interactions that govern how it operates:



- ◆ **Turn On/Turn Off:** Elect to turn on or off an individual light, all lights in the room, or all lights on the lot regardless of time of day.
- ◆ **Auto-Lights:** Deactivates or activates the Auto-lights feature for the individual light, all lights in the room, or all lights on the lot. This turns on lights after dark whenever a Sim enters the room.

Though these interactions must be done by an individual Sim, the Sim won't actually route to the light or stop whatever it is she's doing.

## Table Lamps

Table lamps go on any kind of table, desk, or countertop.



### Pix-Arm Drafting Lamp

- ◆ Price: \$30
- ◆ Need Effects: Environment I



### The 'Watt is it' Table Lamp

- ◆ Price: \$35
- ◆ Need Effects: Environment I



### Lunatech Spare Fixture in "Crimson Light"

- ◆ Price: \$45
- ◆ Need Effects: Environment I



### Lunatech Spare Fixture in "Grass"

- ◆ Price: \$45
- ◆ Need Effects: Environment I



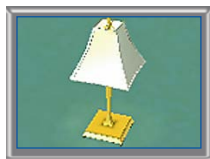
### Lunatech Spare Fixture in "Ocean"

- ◆ Price: \$45
- ◆ Need Effects: Environment I



### Social Climbing Ivy Table Lamp

- ◆ Price: \$79
- ◆ Need Effects: Environment I



### Ilistara Lamp

- ◆ Price: \$80
- ◆ Need Effects: Environment I



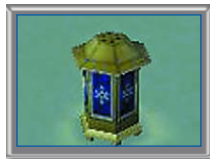
### Absolutely Nothing Special

- ◆ Price: \$85
- ◆ Need Effects: Environment I



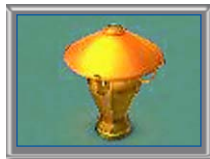
### Dynasty "Enlightenment" Lamp

- ◆ Price: \$95
- ◆ Need Effects: Environment I



### GentleGlow Table Lamp

- ◆ Price: \$120
- ◆ Need Effects: Environment I



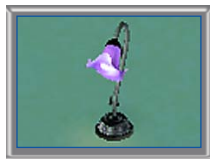
### Lunatech BCT/6

- ◆ Price: \$135
- ◆ Need Effects: Environment I



### Shoji Table Lantern

- ◆ Price: \$175
- ◆ Need Effects: Environment I



### The Inner Light

- ◆ Price: \$200
- ◆ Need Effects: Environment I



### Founding Fathers Electric Lamp

- ◆ Price: \$235
- ◆ Need Effects: Environment 1



### Whodunnit? Table Lamp

- ◆ Price: \$300
- ◆ Need Effects: Environment 2

## Floor Lamps

Floor lamps go...we'll let you figure it out.



### Thrice As Nice Floor Lamp by Lumpen Lumeniat

- ◆ Price: \$100
- ◆ Need Effects: Environment 1



### Social Climbing Ivy Floor Lamp

- ◆ Price: \$105
- ◆ Need Effects: Environment 1



### Burnished Blaze Torchiere

- ◆ Price: \$199
- ◆ Need Effects: Environment 1



### Light Orbiter Floor Lamp

- ◆ Price: \$250
- ◆ Need Effects: Environment 1



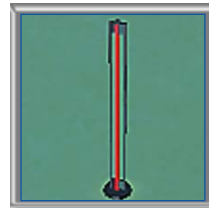
### Tulip Light from Luxiary

- ◆ Price: \$300
- ◆ Need Effects: Environment 2



### Tornado Torch Floor Lamp

- ◆ Price: \$330
- ◆ Need Effects: Environment 2



### Rave Against the Machine Nightclub Lamp

- ◆ Price: \$350
- ◆ Need Effects: Environment 2

## Wall Lamps

Wall lamps can go on any unoccupied bit of wall. They can be placed above low objects positioned against the wall (including counters).



### Basically Bare Bulb from Electric Lighting

- ◆ Price: \$25
- ◆ Need Effects: Environment 1



### Prisoner of Azkalamp

- ◆ Price: \$35
- ◆ Need Effects: Environment 1



### Torcher Clamshell Wall Sconce

- ◆ Price: \$75
- ◆ Need Effects: Environment 1



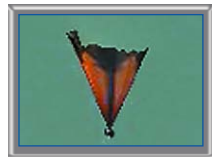
## Lunatech "GaulleVanizer" Wall Sconce

- ◆ Price: \$85
- ◆ Need Effects: Environment I



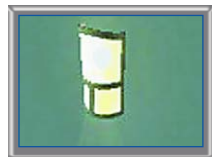
## Wall Flowers Sconce

- ◆ Price: \$110
- ◆ Need Effects: Environment I



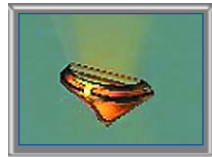
## Antique Metal Sconce

- ◆ Price: \$155
- ◆ Need Effects: Environment I



## Almost Deco Wall Sconce

- ◆ Price: \$184
- ◆ Need Effects: Environment I



## Torcher "Luminescence" Sconce

- ◆ Price: \$202
- ◆ Need Effects: Environment I



## Illuminating Angles by Newt Vo

- ◆ Price: \$250
- ◆ Need Effects: Environment I



## Antebellum Wall Lamp

- ◆ Price: \$360
- ◆ Need Effects: Environment 2



## Neon Flamingo

- ◆ Price: \$225
- ◆ Need Effects: Fun 3 (View), Environment I
- ◆ Need Max: Fun up to 95 (View)

## Hanging Lamps

Hanging lamps dangle from the ceiling and, as such, can only be used indoors with flat roofs. They're more expensive than floor or table lamps but don't consume any floor space.



## Light Effects Ceiling Lamp

- ◆ Price: \$65
- ◆ Need Effects: Environment I



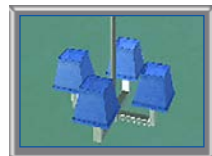
## Lunatech "Lighten Up" Lighting Fixture

- ◆ Price: \$75
- ◆ Need Effects: Environment I



## Lamp on the Half Shell

- ◆ Price: \$90
- ◆ Need Effects: Environment I



## 4 by 4 Designer Chandelier

- ◆ Price: \$120
- ◆ Need Effects: Environment I



## Dangling Daylight Ceiling Lamp

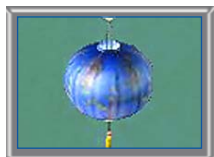
- ◆ Price: \$145
- ◆ Need Effects: Environment I



## Qadim Bauble Lamp

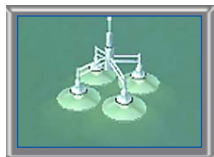
- ◆ Price: \$150
- ◆ Need Effects: Environment I





### Chinese Riddle Lantern

- ◆ Price: \$175
- ◆ Need Effects: Environment 1



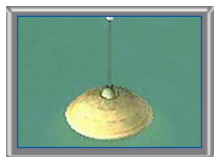
### Legno's Modern Chandelier

- ◆ Price: \$190
- ◆ Need Effects: Environment 1



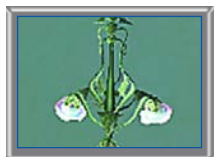
### Lunatech Amber Ceiling Lamp

- ◆ Price: \$220
- ◆ Need Effects: Environment 1



### Paper Moon Ceiling Light

- ◆ Price: \$300
- ◆ Need Effects: Environment 2



### Floral Fancy Hanging Lamp

- ◆ Price: \$445
- ◆ Need Effects: Environment 2

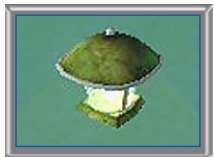
## Outdoor Lamps

There's no requirement that these lights be placed outside. Several of them, however, must be placed on rail post or fence post.



### Garden Glow Spotlight

- ◆ Price: \$35
- ◆ Type: Floor or Ground
- ◆ Need Effects: Environment 1



### Blazin' Buckaroos Lantern

- ◆ Price: \$50
- ◆ Type: Post-mounted
- ◆ Need Effects: Environment 1



### Little House Lantern

- ◆ Price: \$90
- ◆ Type: Post-mounted
- ◆ Need Effects: Environment 1



### The "Spike Light"

- ◆ Price: \$150
- ◆ Type: Floor or Ground
- ◆ Need Effects: Environment 1



### Secure Sentinel Post Lamp

- ◆ Price: \$185
- ◆ Type: Post-mounted
- ◆ Need Effects: Environment 1

## Miscellaneous Lamps



### City Dweller 'Dims'

- ◆ Price: \$70
- ◆ Need Effects: Environment 1



### Wooden Post n' Lamp

- ◆ Price: \$200
  - ◆ Need Effects: Environment 1
- Outdoor only.



## PrevenTek Luminlight Streetlamp

- ◆ Price: \$439
  - ◆ Need Effects: Environment 2
- Outdoor only.**



## PrevenTek Tri-Luminlight Streetlamp

- ◆ Price: \$600
  - ◆ Need Effects: Environment 3
- Outdoor only.**

## Hobbies

Hobbies include both Fun and Skill development objects. Many, happily, do both.

## Creativity

These items build Creativity skill.



## Independent Expressions Inc. Easel

- ◆ Price: \$350
  - ◆ Skill: Creativity (Paint)
  - ◆ Need Effects: Fun 5 (Paint), Fun 10 (Ruin Painting)
  - ◆ Need Max: Fun up to 70 (Paint)
- ◆ Practice Painting/Paint: Satisfies Fun and builds Creativity Skill (at 75 percent of rate of other skill objects because the easel also produces income). "Practice Painting" becomes "Paint" when Sim reaches 5 Creativity. Sim paints a random image, the quality of which increases with Creativity skill.
  - ◆ Paint Still Life: Satisfies Fun, builds Creativity skill. Once Sim reaches Creativity 5, he can paint a still life by selecting a location to paint. Sim paints the location exactly as framed and zoomed.

- ◆ Paint Portraits: Satisfies Fun, builds Creativity skill. Once Sim reaches Creativity 5, she can paint any Sim on the lot. The chosen Sim approaches the easel and waits. Frame the Sim just as for a still life and painter paints that Sim exactly as posed.
- ◆ Continue: Satisfies Fun, builds Creativity skill. If painting was left unfinished, the Sim who began the painting can pick up where he left off.
- ◆ Sell: When a painting is finished, use this interaction to sell it. Sale price depends on Creativity of artist (\$0–\$500 average). Once the Sim reaches Creativity 10, every painting produced adds hidden points to the value of her art. Extremely diligent painters can fetch up to the absolute maximum of \$4,500 per painting. The same price can be had by selling the painting in Buy mode. A finished painting may also be hung on the wall by entering Buy mode and placing it on any empty wall section.
- ◆ Scrap This Painting: Eliminates a partially finished painting.
- ◆ Ruin Painting: Satisfies Fun. If the Sim is in a low Mood (0–5), there's a random chance that this interaction will be available. The Sim splatters paint on the canvas, preventing any further painting. If the splatterer has high Creativity skill, this actually increases the sale price of the painting. If splatterer's Creative skill is low, the painting is reduced to its current value. An immature Sim can also autonomously splatter paint on an easel picture.



## Chimeway & Daughters Saloon Piano

- ◆ Price: \$3,500
- ◆ Skill: Creativity (Play), Mechanical (Tune)
- ◆ Need Effects: Fun 10 (Play), Fun 4 (Watch), Environment 3

### Interactions:

- ◆ Play: Satisfies Fun and builds Creativity skill. Playing speed and quality increases with Creativity skill.
- ◆ Watch: Satisfies Fun. The more highly skilled the player, the faster watchers' Fun is satisfied. Observers will boo a bad player and cheer a good one, especially if they're Grouchy or Nice, respectively.
- ◆ Tune: Builds Mechanical Skill. The higher the tuner's skill, the more quickly it's done. Tuning needs to be done after several hours of playing.

## Knowledge

Knowledge includes objects that build Logic but also skills that can be learned from books (Cooking, Cleaning, and Mechanical) and some of the more solitary and cerebral Fun objects.

All bookcases are identical in all but their appearance and effect on Environment.

Interactions include:

- ◆ Read Book: Satisfies Fun.
- ◆ Read to...: Satisfies Fun for reader and child or toddler being read to. Available to teen, adult, and elder if there's a toddler or child on the lot. Menu specifies who to read to.
- ◆ Ask to be Read To: Same as Read to except initiated by child or toddler (autonomously only).
- ◆ Study...: Builds Cooking, Cleaning, or Mechanical skill.
- ◆ Write in Diary: Satisfies Fun and Comfort. Initiated on bookcase but Sim has diary on his person.
- ◆ Put Away All Books: Sim will find and return all books on the lot.



### CinderBooks by Retratch

- ◆ Price: \$200
- ◆ Skill: Cooking (Study), Mechanical (Study), Cleaning (Study)
- ◆ Need Effects: Fun 1 (Read or Read to), Fun 1 (Be Read to), Comfort 2 (Write in Diary), Fun 1 (Write in Diary)
- ◆ Need Max: Fun up to 75 (Read/Read to/Be Read to)



### Craftmeister Booknook

- ◆ Price: \$250
- ◆ Skill: Cooking (Study), Mechanical (Study), Cleaning (Study)
- ◆ Need Effects: Fun 1 (Read or Read to), Fun 1 (Be Read to), Comfort 1 (Write in Diary), Fun 1 (Write in Diary)
- ◆ Need Max: Fun up to 75 (Read/Read to/Be Read to)



### BiblioFile Bookcase

- ◆ Price: \$400
- ◆ Skill: Cooking (Study), Mechanical (Study), Cleaning (Study)
- ◆ Need Effects: Fun 1 (Read or Read to), Fun 1 (Be Read to), Comfort 1 (Write in Diary), Fun 1 (Write in Diary)
- ◆ Need Max: Fun up to 75 (Read/Read to/Be Read to)

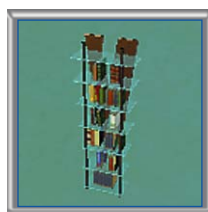


### Astrowonder Telescope

- ◆ Price: \$550
- ◆ Skill: Logic (Stargaze)
- ◆ Need Effects: Fun 4 (Look Through/Stargaze)
- ◆ Need Max: Fun up to 80 (Look Through/Stargaze)

Interactions:

- ◆ Look Through: Satisfies Fun, increases Logic skill. During daylight hours only and indoors only if telescope is facing a window. Sim may peep on neighbor Sims, especially if the Sim is on the Grouchy end of Grouchy/Nice. The neighbor may come over and lecture spying Sim.
- ◆ Stargaze: Satisfies Fun, increases Logic skill. Same as Look Through but done at night.



### Double-Helix Designer Bookshelf

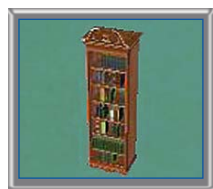
- ◆ Price: \$650
- ◆ Skill: Cooking (Study), Mechanical (Study), Cleaning (Study)
- ◆ Need Effects: Fun 1 (Read or Read to), Fun 1 (Be Read to), Comfort 1 (Write in Diary), Fun 1 (Write in Diary)
- ◆ Need Max: Fun up to 75 (Read/Read to/Be Read to)



## Novellas Nouveau Bookcase

- ◆ Price: \$800
- ◆ Skill: Cooking (Study), Mechanical (Study), Cleaning (Study)
- ◆ Need Effects: Fun 1 (Read or Read to), Fun 1 (Be Read to), Comfort 1 (Write in Diary), Fun 1 (Write in Diary)

◆ Need Max: Fun up to 75 (Read/Read to/Be Read to)



## Renaissance Bookcase by Literary Designs

- ◆ Price: \$950
- ◆ Skill: Cooking (Study), Mechanical (Study), Cleaning (Study)

◆ Need Effects: Fun 1 (Read or Read to), Fun 1 (Be Read to), Comfort 1 (Write in Diary), Fun 1 (Write in Diary), Environment 2

◆ Need Max: Fun up to 75 (Read/Read to/Be Read to)



## Farstar e3 Telescope

- ◆ Price: \$2,100
- ◆ Skill: Logic (Look Through/Stargaze)
- ◆ Need Effects: Fun 10 (Look Through/Stargaze)

◆ Need Max: Fun up to 60 (Look Through/Stargaze)

All interactions same as Astrowonder Telescope.

With this telescope only, there's a low random chance of alien abduction when stargazing.

## Exercise

Exercise machines build Body skill.



## Exerto 5000 Multipress Exercise Machine

- ◆ Price: \$1,400
- ◆ Skill: Body (Work Out), Mechanical (Repair)

◆ Need Effects: Fun 3 (Active only)

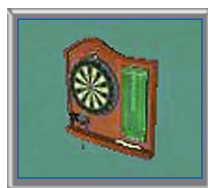
◆ Need Max: Fun up to 90

### Interactions:

◆ Work Out: Satisfies Fun for Active Sims only. Builds Body Skill. Increases Fitness level. Sim works out faster with fewer rests with higher Body Skill.

◆ Repair: Increases Mechanical skill.

## Recreation



## Burled Wood Dartboard

- ◆ Price: \$180
- ◆ Need Effects: Fun 4 (Play), Fun 2 (Watch), Fun 1 (Cheat)
- ◆ Need Max: Fun up to 80 (Cheat and Watch)



## note

Success at darts is based on a Sim's Mechanical skill.

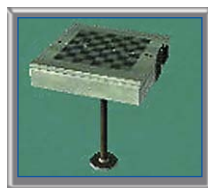
### Interactions:

◆ Play: Satisfies Fun. If Sims are watching, players receive Social too.

◆ Join: Satisfies Fun and Social. Joins Sim already playing.

◆ Watch: Satisfies Fun and Social. Watchers react based on Grouchy/Nice.

◆ Cheat: Satisfies Fun. If cheater caught, Daily relationship reduced.



## King for a Day Outdoor Chess Table

- ◆ Price: \$399
- ◆ Skill: Logic (Practice)
- ◆ Need Effects: Fun 7 (Play), Fun 3 (Watch), Fun 1 (Cheat), Fun 1 (Ruin)

◆ Need Max: Fun up to 80, Social up to 85



There must be at least one dining chair on a playing side of the board. For two Sims to play each other, there must be two chairs.

The “outdoor” chess table can be used anywhere.

### Interactions:

- ◆ Practice: Satisfies Fun. Builds Logic skill.
- ◆ Ask to Join: Satisfies Fun and Social. Builds Logic skill. Available if one Sim is already practicing.
- ◆ Watch: Satisfies Fun.
- ◆ Cheat: Satisfies Fun. If cheater caught, Daily relationship reduced.
- ◆ Ruin: Satisfies Fun, autonomous only (Immature).



### Grand Parlour Chess Table

- ◆ Price: \$500
- ◆ Skill: Logic (Practice)
- ◆ Need Effects: Fun 7 (Play), Fun 3 (Watch), Fun 1 (Cheat), Fun 1 (Ruin)

- ◆ Need Max: Fun up to 80, Social up to 85

Identical to King for a Day Outdoor Chess Table.



### It's MYSHUNO! (The Fabulously Zany Party Game)

- ◆ Price: \$870
- ◆ Need Effects: Fun 10 (depends on age and number of players), Social by number of players)

- ◆ Need Max: Fun up to 80
- ◆ Group Activity

### Interactions:

- ◆ Call: Satisfies Fun and Social. First player waits for others to join. If no one joins in 15 minutes, it becomes a practice game (see “Practice,” below). If players are already waiting for a caller when Sim chooses Call, game starts. Elders get more Fun than other ages.
- ◆ Play: Satisfies Fun and Social. If first player, waits for others to join. If no one joins, Sim quits. If game starts, Caller calls out numbers and winner is first Sim with three matches. Elders get more Fun than other ages.

- ◆ Practice: Satisfies Fun (much less than real game). Sim plays alone. Elders get more Fun than other ages.

## Miscellaneous

Objects that fit nowhere else: Dressers, children's stuff, and party objects.

### Dressers

All dressers are functionally identical but vary in the amount of Environment they supply.

#### Interactions:

- ◆ Change Into: Changes into any outfits owned by any members of the house of the same age and gender. Choose by outfit type (e.g., Everyday, Formal, etc.) as defined in “Plan Outfit.”
- ◆ Plan Outfit: Select which clothing items will be the default outfit for each outfit type. Once defined, Sim always changes into the planned outfit for each situation.
- ◆ Dress for Work: Changes into Sims uniform for their specific career and job level.



### Anti-Quaint-Ed Ltd. Ed. Armoire

- ◆ Price: \$250



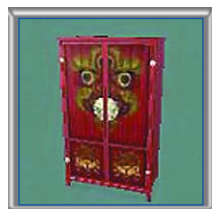
### Werkbunnt Stonewood Dresser

- ◆ Price: \$510
- ◆ Need Effects: Environment 2



### Decorative House Armoire

- ◆ Price: \$550
- ◆ Need Effects: Environment 2



## Dynasty Armoire

- ◆ Price: \$560
- ◆ Need Effects: Environment 2



## Touch of Teak Plymouth Armoire

- ◆ Price: \$812
- ◆ Need Effects: Environment 2



## Dynasty Dresser 2

- ◆ Price: \$900
- ◆ Need Effects: Environment 3



## Rob R. Barron "Nouveau" Wardrobe

- ◆ Price: \$1,000
- ◆ Need Effects: Environment 3



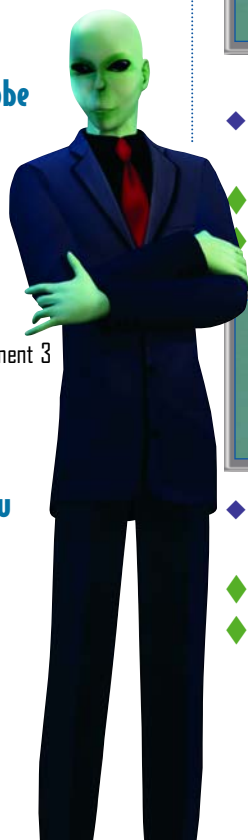
## Su-Tove Armoire

- ◆ Price: \$1,200
- ◆ Need Effects: Environment 3



## Touch of Teak Tansu Dresser

- ◆ Price: \$1,520
- ◆ Need Effects: Environment 4

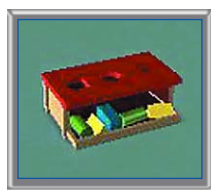


## Chesterstick Cherry Dresser

- ◆ Price: \$2,125
- ◆ Need Effects: Environment 6

## Children

Kids (children and toddlers, to be exact) require special objects for Fun and Skill building. It's not that they can't use *any* adult objects (though they are limited), but some are just more suited to their age. This menu also contains some extremely handy baby helpers.



## Magical Mystery's "Shape, Rattle & Roll"

- ◆ Price: \$30
- ◆ Skill: Logic (Play)
- ◆ Need Effects: Fun 6 (Play), Fun 2 (Play With), Social

- ◆ Need Max: Fun to 80 (Toddler) or 75 (Others)

### Interactions:

- ◆ Play: Toddler only. Satisfies Fun, builds Logic.
- ◆ Play With: Child/teen/adult/elder. Satisfies Fun and Social.



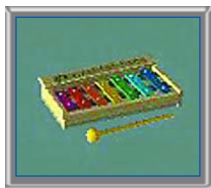
## Rip Co. Wobbly Wabbit Head

- ◆ Price: \$35
- ◆ Skill: Charisma (Play)
- ◆ Need Effects: Fun 10 (Play, Play With), Social (Play With)

- ◆ Need Max: Fun up to 75

### Interactions:

- ◆ Play: Toddler only. Satisfies Fun and builds Charisma.
- ◆ Play With: Child/teen/adult/elder. Satisfies Fun and Social.



### Rip Co. Xylophone

- ◆ Price: \$40
- ◆ Skill: Creativity
- ◆ Need Effects: Fun 4 (Play, Play With, Watch), Social (Play With, Watch)

- ◆ Need Max: Fun up to 70

#### Interactions:

- ◆ Play: Toddler only. Satisfies Fun and builds Creativity. Music improves with Creativity.
- ◆ Play With: Child/teen/adult/elder. Satisfies Fun and Social.
- ◆ Watch: Child/teen/adult/elder. Satisfies Fun and Social.



### Durably Plush Teddy Bear

- ◆ Price: \$49
- ◆ Need Effects: Comfort 3 (Carry, Play—child), Fun 10 (Play—child), Fun 8 (Play—toddler), Fun 9 (Talk Through), Social (Talk Through)

- ◆ Need Max: Fun up to 85 (toddler) or 90 (others)

#### Interactions:

- ◆ Carry: Children. Satisfies Fun and Comfort.
- ◆ Play: Children and toddlers. Satisfies Fun and Comfort.
- ◆ Talk Through To: Teen/adult/elder to any other Sim. Satisfies Fun and Social.



### The Kinder Koddler

- ◆ Price: \$50
- ◆ Skill: Cleaning (Clean)
- ◆ Need Effects: Comfort 2, Hygiene -1 (if dirty)

- ◆ Need Max: Comfort up to 70

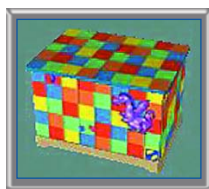


### note

If any of a toddler's Needs drop too low while in the chair, she'll cry, whine, or tantrum. If left in the chair too long and her Hunger or Social fails, the Social Worker comes and removes toddler from household.

#### Interactions:

- ◆ Place Toddler in Chair: Teen/adult/elder puts toddler in high chair. Toddlers can't do this themselves and can't get out. If high chair is dirty, it depletes Hygiene.
- ◆ Serve Toddler Food: Bring toddler a bowl of toddler mush from refrigerator. Autonomous if a meal is being served.
- ◆ Give Bottle to Toddler: Bring toddler a bottle from refrigerator.
- ◆ Clean Up Bowl/Bottle: Removes and disposes item from tray.
- ◆ Let Toddler Out: Removes toddler from chair and places him on ground. If remover is Neat, she'll clean the chair.
- ◆ Hold Toddler: Removes toddler from chair.
- ◆ Clean: Cleans dirty chair. Improves Environment and builds Cleaning skill.



### Rip Co. Toy Bin

- ◆ Price: \$55
- ◆ Need Effects: Fun 7
- ◆ Need Max: Fun up to 85

#### Interactions:

- ◆ Get Toys Out: Child/toddler/adult/elder. Take toy out of box and place on floor to make toy available to toddler.
- ◆ Join/Ask to Join: Child only. Click on other child playing with toys from box to join in play and group talk. Satisfies Fun and Social.
- ◆ Play With Toys: Child or walking toddler pulls toy from box and plays with it. Satisfies Fun.
- ◆ Play With: Toddler or child plays with toy already on the floor. Satisfies Fun.
- ◆ Put Away: Put individual toy away. Autonomous for Neat.
- ◆ Put Toys Away: Puts away all toys on lot. Autonomous for Neat.



### Tinkle Trainer 6000 Potty Chair

- ◆ Price: \$70
- ◆ Skill: Potty Training
- ◆ Need Effects: Bladder 10



## Interactions:

- ◆ Potty Train Toddler: Teen/adult/elder. Teaches toddler to use potty. Gradual process. Depletes Energy and satisfies Social.
- ◆ Take to Potty: Teen/adult/elder. Available after complete potty training. Toddler always accepts. Depletes Energy and satisfies Social. Useful when toddler can't get to potty (i.e. up stairs).
- ◆ Use: Satisfies Bladder. Once potty trained, toddler can use potty without help.
- ◆ Empty: Increases Environment and makes potty useable (if full).



## Rip Co. Little Baker Oven

- ◆ Price: \$100
- ◆ Skill: Cooking
- ◆ Need Effects: Fun 1
- ◆ Need Max: Fun up to 75

## Interactions:

- ◆ Bake: Children only. Satisfies Fun and builds Cooking skill. Muffin burning and quality depends on Cooking skill.
- ◆ Get Food: Children only. Removes muffin from oven. Muffin can be eaten.



## Will Lloyd Wright Dollhouse

- ◆ Price: \$180
- ◆ Need Effects: Fun 10 (PlayToddler/child), Fun 4 (Play, teen/adult/elder), Fun 4 (Watch), Social
- ◆ Group Activity

## Interactions:

- ◆ Play: Toddler/child only. Satisfies Fun.
- ◆ Join: Toddler/child/teen/adult/elder can join playing with child/toddler already playing. Satisfies Fun and Social.
- ◆ Watch: Teen/adult/elder can watch toddler/children playing. Satisfies Fun and Social.
- ◆ Smash: Destroys dollhouse, must be disposed of. Immature child or teen may do autonomously.



## The Kinder Kontainer

- ◆ Price: \$275
- ◆ Need Effects: Energy 12, Social (Tuck In)

## Interactions:

- ◆ Put Baby/Toddler in Crib: Teen/adult/elder puts baby/toddler in crib. If baby/toddler Energy is very low, he will automatically go to sleep. If toddler Energy is high, she'll cry. If Energy low but above automatic sleeping level but other motives are low, he will cry and shake bars (toddler).
- ◆ Tuck In Baby/Toddler: Teen/adult/elder only when baby/toddler is sleeping. Satisfies Social.
- ◆ Hold Baby/Toddler: Teen/adult/elder picks up baby/toddler.
- ◆ Let Baby/Toddler Out: Teen/adult/elder picks up baby/toddler and places her on the floor.
- ◆ Sneak Out: Walking toddlers shaking the crib may autonomously sneak out of the crib by themselves.



## Sanitation Station Baby Changing Table

- ◆ Price: \$400
- ◆ Need Effects: Hygiene 10

## Interactions:

- ◆ Dress Baby/Toddler in Everyday/PJs: Teen/adult/ elder changes baby/toddler into other outfit.
- ◆ Change Diaper: Teen/adult/elder changes baby/toddler's diaper. Baby/toddler gets Hygiene (more than changing without changing table)

## Party

Parties are better with objects. Some objects are absolutely crucial to certain events.





### London's Famous Birthday Cake

◆ Price: \$30

#### Interactions:

- ◆ Blow Out: Available only to Sim with age transition within two days. Sim grows up. If there's a party too, cinematic runs.
- ◆ Help Baby/Toddler Blow Out: Available to teen/ elder/adult to help baby/toddler with age transition within two days. Otherwise identical to Blow Out.
- ◆ Grab a Plate: Once cake's been used for age transition, it becomes a food item.
- ◆ Clean Up: After cake's been used for age transition or after it spoils, it can be thrown away like any food.



### Poppin' Party Balloon Centerpiece

◆ Price: \$50



### Whatay Buffet

◆ Price: \$300  
◆ Need Effects: Hunger 8

#### Interactions:

- ◆ Serve Food: Stocks buffet's three stations (Turkey, Gelatin, Salad). Each station costs money to stock (\$150 for Turkey and \$75 for Salad and Gelatin).
- ◆ Grab a Plate: Satisfies Hunger. Choose which food to select.
- ◆ Clean Up: Removes all uneaten food. Buffet is ready for restocking.



### Titania Vineyards 1914 Toasting Set

◆ Price: \$350  
◆ Need Effects: Fun 1, Hunger 1, Social



#### note

**Toast may randomly be rejected based on relationship.**

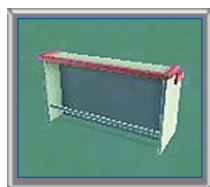
- ◆ Toast To: Teen/adult/elder only. Choose which teen/adult/elder Sim to toast to. All Sims on lot gather and toast. Satisfies Hunger and Fun. At Wedding party only, guests may autonomously toast newlyweds (who obligingly kiss).
- ◆ Toast With: Teen/adult/elder only. Choose which teen/adult/elder to share a private toast. Both Sims gather and toast. Satisfies Hunger, Fun, and Social.
- ◆ Dispose: Throw away toasting set.



### Antonio's Prize-Winning Wedding Cake

◆ Price: \$400  
◆ Need Effects: Hunger 1  
◆ Group Activity

- ◆ Cut: Newlyweds only. The Sim not doing the cutting will be fed a piece of cake.
- ◆ Grab a Plate: Satisfies Hunger. Available once cake has been cut by newlyweds.
- ◆ Clean Up: Dispose of cake after cutting.



### Bachman Busbar

◆ Price: \$600  
◆ Need Effects: Fun 3  
◆ Need Max: Fun up to 50 (Juggle) or 80 (Make Drinks) or 50 (consume drinks) or 70-90 (Drink from Bottle, depends on Playful/Serious).



Bars also enable group talk when many Sims are engaged with them. Bars are also, thus, a source of Social Need satisfaction.



## note

It makes no functional difference whether drinks are blended or poured.

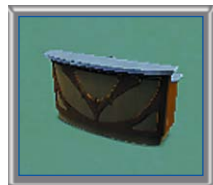
### Interactions:

- ◆ Drink from Bottle: Satisfies Hunger and Fun. Playful Sims get a higher maximum Fun than Serious.
- ◆ Make a Drink: Satisfies Fun. Prepares single drink.
- ◆ Make Drinks: Prepares multiple drinks.
- ◆ Juggle Tumblers: Satisfies Fun.
- ◆ Join: Satisfies Fun Join juggling.



## note

Making the drinks at the bar is fun but just drinking them gives a bit of Fun too.



### Retro Lounge "High Liquidity" Juice Bar

- ◆ Price: \$800
- ◆ Need Effects: Fun 3
- ◆ Need Max: Fun up to 50 (Juggle) or 80 (Make Drinks) or 50 (consume drinks) or 70–90 (Drink from Bottle, depends on Playful/Serious).

See Bachman Busbar, above.



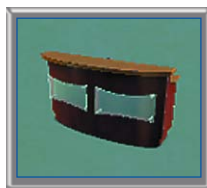
### Trellis Wedding Arch

- ◆ Price: \$900
- ◆ Need Effects: Fun 1, Social

Required item to get the Wedding/Joining cinematic and partial requirement for the party to end in a honeymoon.

### Interactions:

- ◆ Get Married/Joined: Satisfies Fun and Social. Triggers marriage/joining and accompanying cinematic.



### Black Lacquer Bar Counter

- ◆ Price: \$1,000
- ◆ Need Effects: Fun 3
- ◆ Need Max: Fun up to 50 (Juggle) or 80 (Make Drinks) or 50 (consume drinks) or 70–90 (Drink from Bottle, depends on Playful/Serious).

See Bachman Busbar, above.

## Miscellaneous Miscellaneous



### Peace of Garbage Can

- ◆ Price: \$30
- ◆ Need Effects: Hunger 3 (Eat from Trash), Hygiene -2 (Eat from Trash), Hygiene -1 (Salvage)

Low capacity trash can. Must be emptied frequently.

### Interactions:

- ◆ Salvage: Available to Sloppy Sims only. Adds simoleons but decreases Hygiene.
- ◆ Eat from Trash: Available to Sloppy Sims only (autonomous only). Satisfies Hunger but depletes Hygiene. Carries risk of illness.
- ◆ Empty: Take trash to outdoor can. Hygiene reduced when carrying trash bag.



### Narcisco Rubbish Bin

- ◆ Price: \$45
  - ◆ Need Effects: Hunger 3 (Eat from Trash), Hygiene -2 (Eat from Trash), Hygiene -1 (Salvage)
- Double the capacity of the cheap trash can.

See Peace of Garbage Can, above.



### Swing Kidz Deluxe Swing Set

- ◆ Price: \$450
- ◆ Need Effects: Fun 7 (Swing), Fun 4 (Push), Fun 5 (Chill), Social
- ◆ Need Max: Fun up to 70 (Push) or 80 (Chill)



### note

Swing Sets connect when placed next to each other in the same orientation.

#### Interactions:

- ◆ Swing: Satisfies Fun. Satisfies Social if others are on swings or someone is pushing (group talk).
- ◆ Push: Only available if someone is swinging. Satisfies Fun and Social.
- ◆ Chill: Teens only. Satisfies Fun and, if others are Chilling, Social (group talk).

## Community Lot-Only Objects

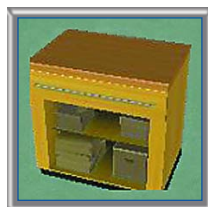
Many of the objects cataloged above are also available for designing your Community Lots. Some, however, are exclusive to these non-residential destinations.

## Surfaces



### Old Boys Club Commercial Counter

- ◆ Price: \$710
- ◆ Need Effects: Environment 2



### CounterRevolution Commercial Counter

- ◆ Price: \$ 750
- ◆ Need Effects: Environment 2

## Decorative



### Produce Market Shingle

- ◆ Price: \$99



### SimCity SynapseSnapper Industrial Sign

- ◆ Price: \$99



### Wear's the Sale? Shop Sign

- ◆ Price: \$99

## Plumbing



### Sewage Brothers Resteaze Urinal

- ◆ Price: \$400
- ◆ Need Effects: Bladder 10

Interactions are the same as other toilets but can be used by males only. Additionally, urinals don't get dirty (so no cleaning is necessary) and can't be thrown up in. OK, too much information.



## Appliances



### GazeEase "Stow 'N' Show" Produce Bin

- ◆ Price: \$3,000
- ◆ Need Effects: Fun 4, Environment 3
- ◆ Need Max: Fun up to 80



### Imperial Plumbing Pole-Air Freezer Bin

- ◆ Price: \$3,000
- ◆ Need Effects: Fun 4, Environment 3
- ◆ Need Max: Fun up to 80



### VeggiStuf Produce Bin

- ◆ Price: \$3,000
- ◆ Need Effects: Fun 4, Environment 3
- ◆ Need Max: Fun up to 80



### Food Shrine Commercial Display Freezer

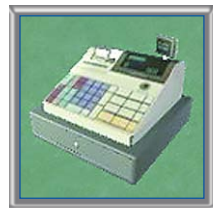
- ◆ Price: \$3,000
- ◆ Need Effects: Fun 4, Environment 3
- ◆ Need Max: Fun up to 80



### Food Temple Commercial Display Freezer

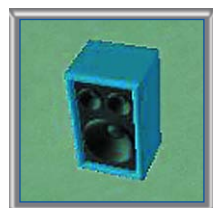
- ◆ Price: \$3,000
- ◆ Need Effects: Fun 4, Environment 3
- ◆ Need Max: Fun up to 80

## Electronics



### Llamark Electronic Cash Register

- ◆ Price: \$205



### Neukum Systems Wall Speakers

- ◆ Price: \$400
- ◆ Need Effects: Fun 2

These commercial grade speakers produce one kind of music and don't have to be

connected to a stereo. They are color-coded to the precise musical genre:

- ◆ Black: "Art of Darkness" Heavy Metal Wall Speaker
- ◆ Blue: "Bubblegum Sugar" Pop Wall Speaker
- ◆ Green: "En Fuego" Salsa Wall Speaker
- ◆ Red: "Glo Stik" Techno Wall Speaker
- ◆ Yellow: "The Badunkadunk" Hip Hop Wall Speaker
- ◆ Brown: "The Cold Train" R&B Wall Speaker



### SCTC Universal Public Phone

- ◆ Price: \$550

Every lot comes with a public phone, the sole purpose of which is summoning taxis.

Additional phones may be added for aesthetics or to reduce walking.



### Miscellaneous



#### 'Right Away' Community Trash-Can

- ◆ Price: \$75
- ◆ Need Effects: Hunger 3 (Eat from Trash), Hygiene -2 (Eat from Trash), Hygiene -1 (Salvage)

Identical to outdoor trash can on residential lots. Bottomless.

#### Interactions:

- ◆ Eat from Trash: Available to Sloppy Sims only (autonomous only). Satisfies Hunger but depletes Hygiene. Carries risk of illness.



#### SimSentry Clothing Booth

- ◆ Price: \$370
- ◆ Need Effects: Fun 4
- ◆ Need Max:

When Try On is chosen from a clothing rack, the Sim will go inside the nearest clothing booth to change.

Clothing booths have no interactions, per se, unless a Sim is inside trying on clothes:

- ◆ WooHoo/Try for Baby: Satisfies Fun and Social, depletes Hunger and Energy.



#### Old Fashioned Change Room

- ◆ Price: \$690
- ◆ Need Effects: Fun 4

See SimSentry Clothing Booth, above.



#### Deluxe Magazine Rack

- ◆ Price: \$2,500
- ◆ Need Effects: Fun 4, Environment 7
- ◆ Need Max: Fun up to 80

#### Interactions:

- ◆ Buy: Satisfies Fun. Choose which magazine to buy based on the interests it alters.



#### ClothesHorse Display Rack

- ◆ Price: \$3,000
- ◆ Need Effects: Fun 4, Environment 8

All clothes are available at all clothing racks.



#### note

In "Try On" and "Buy," an outfit already owned by a member of the Sim's household has a "dresser" icon on it.

#### Interactions:

- ◆ Browse: Satisfies Fun.
- ◆ Try On: Choose outfits for Sim to apply in the clothing booth. Only outfits for Sim's age and gender are shown. Choose an outfit and click "OK." If there's a mirror nearby, Sim will take a look.
- ◆ Buy: Teen/elder/adult. Can buy clothes for any age and gender. Put items in the shopping cart and, when finished, check out.



#### The Great Dress Rack

- ◆ Price: \$3,000
- ◆ Need Effects: Fun 4, Environment 8

See ClothesHorse Display Rack, above.



#### Countertop Game Display from Group Interaction LTD.

- ◆ Price: \$3,500
- ◆ Need Effects: Fun 4, Environment 9
- ◆ Need Max: Fun up to 80

#### Interactions:

- ◆ Buy: Satisfies Fun. Choose which game to be available in all video game consoles and computers in the household.



## Enterprise Office Freestanding Game Rack

- ◆ Price: \$4,000
- ◆ Need Effects: Fun 4, Environment 10
- ◆ Need Max: Fun up to 80

### Interactions:

- ◆ Buy: Satisfies Fun. Choose which game to be available in all video game consoles and computers in the household.



## Empress's New Clothes Rack

- ◆ Price: \$5,000
- ◆ Need Effects: Fun 4, Environment 10

See ClothesHorse Display Rack, above.



## Exceptionally Expensive Clothing Collator

- ◆ Price: \$5,000
- ◆ Need Effects: Fun 4, Environment 10

See ClothesHorse Display Rack, above.

## Career Reward Objects

Career reward objects are designed to be used alone or in an instructive mode with a more-experienced Sim teaching a less-experienced one.

When these objects are used alone, skill building is faster than for Buy mode skill building objects. Children using these objects alone, however, build skill at a slower rate than adults.

All career reward objects have the same basic interactions:

- ◆ Offer Lessons To: More experienced teen/adult/ elder offers lessons to anyone less experienced in the object's skill.

- ◆ Ask Sim for Lessons: Less Experienced Sim asks Teen/Adult/Elder with more experience for lessons in the object's skill.

Selling a reward object won't yield any money because they have no resale value. Once sold, however, they must be re-earned by another Sim reaching the required career level.

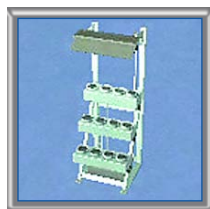


## SensoTwitch Lie Finder

- ◆ Career (Level): Criminal (4)
- ◆ Skill: Creativity, Mechanical (Repair)

### Interactions:

- ◆ Practice Lying: Increases Creativity skill. Occasionally, Sim is caught lying and receives a completely harmless electrical shock.



## AquaGreen Hydroponic Garden

- ◆ Career (Level): Slacker (5)
- ◆ Skill: Creativity
- ◆ Need Effects: Fun 4 (Tend)

### Interactions:

- ◆ Plant: Plants seeds in pots. No interaction is possible for several hours until the plants have sprouted.
- ◆ Tend: Satisfies Fun and builds Creativity. Once plants sprout, the must be tended regularly to reach their full bloomed growth stage. If not tended enough, they'll wilt instead of growing into the next stage.
- ◆ Harvest: Plants, if properly tended will grow into tall, leafy plants that can be used as houseplants or sold in Buy mode. Harvesting empties the pots for a new planting.



## Enterprise Office Concepts Bushmaster Tele-Prompter

- ◆ Career (Level): Politics (5)
- ◆ Skill: Charisma
- ◆ Need Effects: Fun 5 (Play), Fun 3 (Practice)

- ◆ Need Max: Fun up to 75 (Play), 90 (Listen), or 60 (Practice).

### Interactions:

- ◆ Practice Speech: Satisfies Fun and increases Charisma skill.
- ◆ Play: Satisfies Fun. Child only.
- ◆ Listen: Satisfies Fun.



### Execuputter

- ◆ Career (Level): Business (5)
- ◆ Skill: Charisma
- ◆ Need Effects: Fun 4
- ◆ Need Max: Fun up to 70

### Interactions:

- ◆ Putt: Satisfies Fun, builds Charisma.



### Exerto Punching Bag

- ◆ Career (Level): Athletic (5)
- ◆ Skill: Body
- ◆ Need Effects: Fun 6
- ◆ Need Max: Fun up to 80 (Punch) or 70 (Teaching Sim)

### Interactions:

- ◆ Punch: Satisfies Fun and increases Body skill. Proficiency with the bag tied to Body Skill; at level 5, begins kicking bag too. Increases Fitness.



### Exerto Selfflog Obstacle Course

- ◆ Career (Level): Military (4)
- ◆ Skill: Body
- ◆ Need Effects: Fun 4

### Interactions:

- ◆ Run Course: Increase Body skill. Two Sims can run at once. Successful run satisfies Fun. Proficiency at running course tied to Body skill. Increases fitness.



### Prints Charming Fingerprinting Scanner

- ◆ Career (Level): Law Enforcement (6)
- ◆ Skill: Cleaning
- ◆ Need Effects: Fun 4 (Scan for Prints)
- ◆ Need Max: Fun up to 70



### note

If no Sim has used the scanned object, a random neighbor will be identified.

### Interactions:

- ◆ Scan for Prints: Satisfies Fun and increases Cleaning skill. Sim chooses random object to scan and, if successful, detects the last Sim that used the object. Success depends on Cleaning skill.



### Schokolade 890 Chocolate Manufacturing Facility

- ◆ Career (Level): Culinary (6)

- ◆ Skill: Cooking
- ◆ Need Effects: Fun 1 (Make Candies)
- ◆ Need Max: Fun up to 70

### Interactions:

- ◆ Make Candies: Satisfies Fun and increases Cooking skill. As Sim builds Cooking skill, he will be able to successfully produce candy that can be sold. If the Sim using it is low skill, the machine leaves brown chocolate puddles on the floor.
- ◆ Steal Candy: Satisfies Hunger and Energy. Unmopped candy puddles can be tasted by toddlers, making them very hyper for a time. Autonomous only.





## Simsanto Inc. Biotech Station

- ◆ Career (Level): Science (6)
- ◆ Skill: Logic
- ◆ Need Effects: Fun 4 (Make Medicine)
- ◆ Need Max: Fun up to 70

### Interactions:

- ◆ **Make Medicine:** Satisfies Fun and increases Logic skill. Teen/adult/elder only; children cannot make medicine but can be taught or ask to be taught. When medicine's finished, vials are removed and placed on the machine (to be sold, used, or disposed of (see below)). Factors in the quality of medicine are: Logic, Hygiene, Nice/Grouchy, and Mood. The higher they are, the stronger and more effective the medicine and the higher the price it'll fetch. The darker the color of the medicine (or virus), the stronger it is.
- ◆ **Get Medicine:** Removes medicine once it's been made.
- ◆ **Dispose:** Throw away failed medicine or virus.
- ◆ **Sell Medicine:** Sell finished medicine. Price based on quality. Virus cannot be sold.
- ◆ **Take Medicine:** If teen/adult/elder Sim is sick, she can consume finished medicine.
- ◆ **Give Medicine To:** If toddler/child Sim is sick, an teen/adult/elder can get medicine from the machine and give it to the toddler/child.



## note

**If Sim is bad at making medicine (low Logic, low Hygiene, a Grouchy personality, and a barely positive Mood), it's possible**

**medicine will fail and be either simply unusable or instead yield a dangerous virus. Virus vials are green instead of blue.**

**Occasionally, if a Sim is very bad at making medicine, he'll mishandle the vials of virus and get very ill.**



## TraumaTime "Incision Precision" Surgical Training Station

- ◆ Career (Level): Medicine (4)
- ◆ Skill: Mechanical
- ◆ Need Effects: Fun 4

### Interactions:

- ◆ **Practice:** Teen/adult/elder only. Satisfies Fun and increases Mechanical skill. Occasionally, a Sim pull out something she shouldn't; alarm will sound and Sim must "resuscitate" dummy. It's random whether the dummy will live, but Sim may continue regardless. Children can't use object alone.

